Tales of Xillia Official Complete Guide

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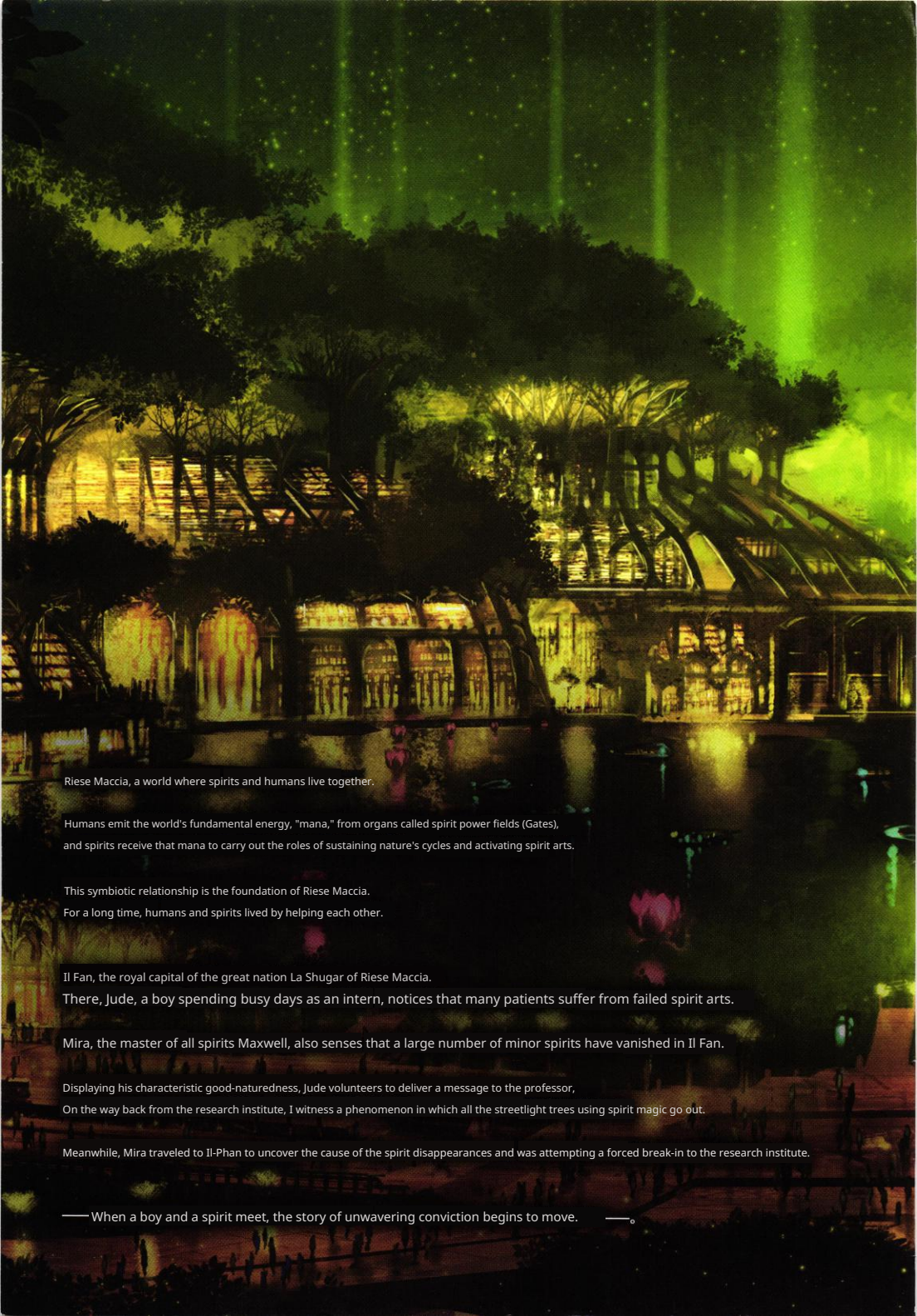


Riese Maccia, a world where spirits and humans live together.

Humans emit the world's fundamental energy, "mana," from organs called spirit power fields (Gates),
and spirits receive that mana to carry out the roles of sustaining nature's cycles and activating spirit arts.

This symbiotic relationship is the foundation of Riese Maccia.
For a long time, humans and spirits lived by helping each other.

Il Fan, the royal capital of the great nation La Shugar of Riese Maccia.
There, Jude, a boy spending busy days as an intern, notices that many patients suffer from failed spirit arts.

Mira, the master of all spirits Maxwell, also senses that a large number of minor spirits have vanished in Il Fan.

Displaying his characteristic good-naturedness, Jude volunteers to deliver a message to the professor,
On the way back from the research institute, I witness a phenomenon in which all the streetlight trees using spirit magic go out.

Meanwhile, Mira traveled to Il-Phan to uncover the cause of the spirit disappearances and was attempting a forced break-in to the research institute.

—— When a boy and a spirit meet, the story of unwavering conviction begins to move. ——。

Maxwell, the spirit's master, can become the protector of all existence.

In this world, there is no evil that can threaten that.

あ If that were the case

……それは人

Is it the heart of

Make Mira win... that is what I must do.

Jude

Jude Mathis

CV: Tsubasa Yonaga

Gender: Male / Age: 15 / Height: 163 cm A student studying medicine in Il-Phan. He is intelligent and composed, but very kind-hearted and cannot leave people in need alone. Because of that personality he meets Mira and ends up acting together with her by circumstance. Gradually attracted to Mira's strength, he comes to wish to become her support.

I must move forward. It is my duty.

Milla

Milla Maxwell

CV: Miyuki Sawashiro

Gender: Female Age: 20 Height: 168 cm As the spirit master Maxwell, she has the mission of protecting spirits and humans. She has a strong sense of responsibility toward her mission and often takes reckless actions without regard for herself. She is insensitive to the subtleties of human emotions and can be perceived as cold-hearted, but at her core she is kind. After meeting Jude, she gradually comes to understand human emotions.

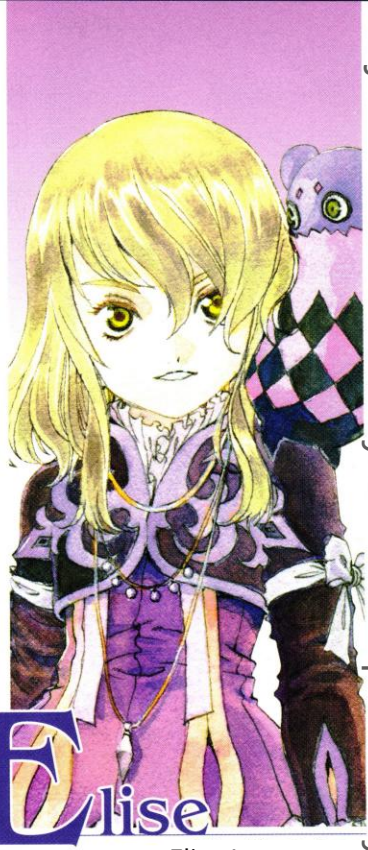
Alvin

Alvin

CV: Tomokazu Sugita

Gender: Male / Age: 26 / Height: 182 cm
A freelance mercenary who has traveled across the world. He is friendly and easygoing with everyone, but rarely speaks of his past or true feelings. After helping Jude and Mira, who are being pursued by the La Sugaru army, he accompanies them on their journey. He says it is "for the money," but his true purpose is uncertain.

My catchphrase is "a kind-hearted mercenary," so



Elise

Elise Lutas

CV: Yuki Horinaka

Gender: Female Age: 12 Height: 145 cm A girl who was confined in the village of Hamil and wields spirit magic so powerful it belies her age. Having grown up with little contact with other people, she is poor at conversation, and until meeting Jude and the others her stuffed toy Tipo was her only friend. Perhaps because of her upbringing, she holds an unusually strong longing to have friends.

Jude and Mira... everyone... I will protect my friends!

Rowen

Rowen J. Ilbert

I want to walk together with them into the future they will likely walk.

CV: Mugihito

Gender: Male / Age: 62 Height: 175 cm

A butler serving the lord of Karahashaal. He is gentle and has a mild demeanor, but the sharp analytical skills and calm judgment he occasionally displays show that he is more than just a butler. He lightens the mood with jokes and subtly looks after others, supporting the young Jude and the others as a mood maker.

Leia

Leia Roland

Now it's my turn to be of help to Jude.

CV: Saori Hayami

Gender: Female Age: 15 / Height: 158 cm

Jude's childhood friend, working as an apprentice nurse at the Le-Rond clinic.

She has a bright and lively personality.

He/She loves competitions. Quite clumsy and prone to mistakes but is also a persistent hard worker who keeps trying without getting discouraged. On the other hand, he/she tends to worry too much about others and often puts himself/herself last.

1
System

Basics of Adventure

Basic Knowledge of Adventure

This explains the basics of map exploration and the menu screen that are fundamental when playing "Tales of Xillia" (hereafter TOX). Master these basics to proceed smoothly with your adventure.

Choosing the Protagonist and How to Progress in the Game

When starting the game, you first choose the protagonist from either Jude or Milla. Once the game begins, proceed through the story toward the ending while performing the actions described below.

Note that the differences between protagonists are mainly the three points shown in the table on the right. You cannot change the protagonist later, so after clearing the first playthrough, try playing a second run with the other protagonist.

● Main differences by protagonist

- Some events are presented from either Jude's perspective or Milla's perspective, causing the way the story unfolds to differ.
- There are sub-events and chats exclusive to the Jude scenario and exclusive to the Milla scenario. The battle BGM di
- On the menu screen, the color is blue for the Jude scenario and red for the Milla scenario.

Main actions for progressing the game

Map exploration

Use map actions (P.012) to explore the map and head toward your destination. If you come into contact with the symbols of roaming enemies along the way, you will enter battle.

Battles with enemies

In battle, confront enemies together with allies using arts, techniques, and links (P.036). Defeat all enemies to win and earn experience points and items.

Open the menu screen to prepare

Press the button to open the menu screen, where you can change equipment and perform growth using Lirial Orbs (P.018). Prepare for your adventure here.

Challenge the second playthrough

After reaching the story ending, you can save your clear data. With this data, an "EX NEW GAME" menu is added to the title screen, and if you load the clear data there you can challenge a second playthrough.

During this, title lists and records are automatically carried over, and by using the Grade Shop (p.322) before starting, items and levels can also be carried over.

Know the types and characteristics of maps

The maps where the protagonists adventure are divided into three locations: fields, towns, and dungeons. Basically, towns and dungeons are connected by fields. Each location has the characteristics described below, but whenever you explore any area you should make use of the mini-map at the top left of the screen. By looking at it you can check the surrounding terrain, shops, save points, and enemy symbols.

By the way, on maps with names that include "Harbor" you can board a ship there to move to another harbor, but you can also move in the same way using the World Map (p.012).

On the mini-map, green indicates people you can talk to, red indicates enemy symbols, and orange indicates the place you entered the map or the position w

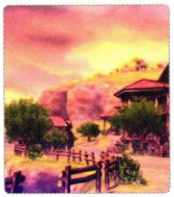
Image of location characteristics and connections

Field

A route-like area that connects towns and dungeons. There are many enemies, and lots of items drop there.

Dungeon

Dangerous places such as caves or fortresses with many enemies. A boss may be waiting in the deepest area.



Town

Cities or villages where people live, where you can use shops such as weapon stores. Enemies generally do not appear.

*Collect items while exploring

Many items are scattered throughout the map and can be obtained by pressing the button when nearby. All items are useful for the adventure, so pick them up proactively.

The items dropped on the map are divided into the following four types, and among them, random treasures will reappear whenever you switch maps. However, note that they will not respawn if you travel back and forth between locations with the same place name, such as "Irat Passage South" and "Irat Passage North."

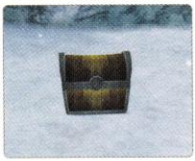
Types of Items Found on the Ground

Random Treasure (Exploration Sack)

For each map with the same place name, the candidate items and their respective appearance rates are determined, and one of those items can be obtained.

Random Treasure (Exploration Point)

Treasure chests, dressers, etc.



The obtainable items are fixed and can only be acquired once.

Aifreed's Relic

The characteristics are the same as treasure chests, but they a such as up in trees.

*Use map actions skillfully to proceed

There are places on the map where you can climb ladders or crouch and crawl through. At such locations, an action name like "Climb" appears above the character's head, and pressing the button will perform that action. These are called map actions and are indispensable for thoroughly exploring the map. None of them can be executed unless you approach the relevant spot, so when you find ladders, holes, or similar features, try moving closer to them.

Examples of map actions

Climb

There are places you can climb with only the ● button, and places where you press the ● button and then push the left stick in the direction

Jump down

Jump to the lower platform. Be careful, as in areas with large height differences you may not be able to return.

Check the location map if you get lost

Pressing the button during exploration displays the location map. This is like an enlarged mini-map that lets you view a wider area. Unlike the navigation map, it does not show enemy positions, but it will be useful when you're lost. Incidentally, towns are shown in full from the start, whereas dungeons and fields are only shown once you have visited them.

Only the area within range is displayed.

Can change the height. Display by moving the cursor up and down. Maps with elevation differences will not be displayed. Currently, whether you can move is shown only in the same

*Having the world map makes travel easy

When the story progresses to Part 1: Mira's Company 6 (P.180), you will obtain the "World Map." You can view this with the R3 button and it lets you instantly travel to places you have visited before—a convenient feature. It is especially useful when completing side events (P.014) or when you want to return to a previously visited location. However, depending on your story progress, you may not be able to move to certain locations.

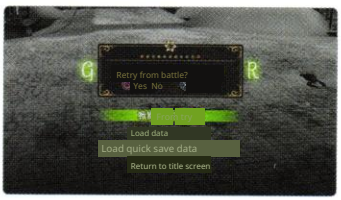
Cannot move to that place. Identified by the color of the name. If the name is red, the location is

Save frequently in case of total party wipe

If all allies become incapacitated or petrified (P.042) in battle, it results in a total wipe, and you will have to restart from your last save. Therefore, save frequently while exploring. There are two ways to save below; quick save is a convenient feature that allows saving anywhere to save. However, when quick saving you always overwrite the previous data. Some areas cannot be returned to unless you defeat a boss, so be sure to use a normal save when you find a Memory Circle. Touching a Memory Circle restores HP up to 50% of the maximum and cures status ailments and incapacitation.

Differences by save method

Type	Features
Normal Save	・You can save multiple data entries ・Can only save on a save shrine
Quick Save	・Can only save one slot ・Can save anywhere



In battles during events, total defeat. The menu screen opens before the game over. You can retry even if you do, and again

Prepare for adventure from the menu screen

Press the button to display the menu screen, where you can set up techniques and change equipment. Mastering the menu will allow you to proceed more smoothly in your adventure, so check the table below to see what each menu can do. Also, on the menu screen, press the directional key or the right stick to the right What you can do on the menu screen

If you input it, you can set the leader and change the order. The leader is the character displayed when exploring the map, and that distinction affects the occurrence conditions of some chats (P.014). The order determines which characters participate in battle (P.028).

Item			Description
Items		▸P.020	You can check the items you possess, and if they are recovery items or dishes you can use them here. In addition, you can select equipment to have your characters wear it, or discard items.
Arts / Techniques		▸P.031	Configure arts and techniques, change the control mode of the playable character, and toggle the use of arts/techniques for characters controlled by AI. If it is a recovery-type art/technique, you can also use it
Equipment		▸P.021	You can change equipment, attachments, and personal settings
Lilial Orb		▸P.018	Consume GP to grow characters using Lirial Orbs
Skill		▸P.016	You can equip or unequip skills
Tactics		▸P.040	You can change tactics, set auto-items, and change formation
Event List			You can check the main story summary and the progress of occurred sub-events
Library	Title List	▸P.014	You can view title names, the GRADE obtainable from those titles, and the total GRADE earned so far Note that not all titles are displayed from the start. For detailed title data, please refer to P.522
	Battle Book		Primarily allows you to view tutorials related to combat
	Monster Records		You can view data on enemies you have encountered so far. Enemies will be registered even if you haven't defeated th
	Item Records		You can also view data on items you have obtained so far.
	Chat List	▸P.014	A list of long chats that have occurred so far and those currently occurring. You can replay a chat by selecting its title.
	Records		You can check game records such as total play time and the number of treasure chests discovered.
System			You can save, quick save, load, and change configuration settings. However, you can only choose to save when you are standing on a Memory Stone.

Differences by Battle Rank

In the menu's "System" under "Config," you can change the Battle Rank. Raising the Battle Rank increases enemy stats and makes the ITEM gauge speed (P.026) slower, making battles more difficult. If you want challenging fights, choose a higher Battle Rank; if you prefer to focus on the story, choose Easy. Note that the highest rank, Unknown, becomes selectable only after clearing the game.

・Difference in enemy status (multipliers compared to Normal)

Item	Battle Rank			
	Easy	Second	Hard Unknown	
AC 1 ※	−1	Same	+1+2	
HP	0.7×	1.5×	2.5×	4×
TP	0.7×	1×	1.5×	2×
Others Status 2 ※	0.7×	1.2×	1.5×	2×

※1: Enemy AC is 1–2, and bosses are often 3 or higher. ※2: Physical Attack, Physical Defense, Magic Attack, Magic Defense, Strength, Stamina, Intelligence, Mind, Agility, Dexterity.

*Quick Save from the pause menu

Pressing the START button opens the pause menu, which contains three options: "Controls," "Quick Save," and "Return to Title." Of these, the one you will find especially useful is "Quick Save," which lets you save your data regardless of location. If you want to load data saved by Quick Save, return to the title screen from this pause menu.

Can be opened even during battle, but you cannot quick save at that time.

Side events are also one of the pleasures of adventure

During the adventure, when certain conditions are met, a side event will occur. These do not affect the progression of the main story, but you can view character episodes, so you'll want to actively clear side events. Objectives vary, such as defeating specific enemies or delivering items, and upon clearing them the side event's progress in the "Event List"

Sometimes you can receive valuable rewards. Some require multiple steps to complete, so it's best to proceed while checking the progress in the menu screen's "Event List". By the way, when a long chat's "SUB" occurs, it indicates that a sub-event will take place at that time.

notation	Meaning
Complete!	Cleared
Obtain "Parenge"	Current objective (Left is an example for the "Fruit Merchant")
TO BE CONTINUED	Events that became impossible to clear
Mission failed	because the period for the next event after progressing the story has passed

A sub-event will occur. If you talk to a resident, a "!" mark will appear above their head.

A chat where you can enjoy characters' conversations

Chats let you hear conversations between characters, and there are three types below. Each can be heard when its trigger conditions are met, and some are available only for a limited period. Refer to the chat data in this book (P.487) so you don't miss them. Note that long chats are related to the story as "Main (MAIN)" and are...

They are subdivided into three: Main (MAIN), which relates to the story; Sub (SUB), which is related to side events; and Etc., for casual conversations. Additionally, when the trigger conditions for a long chat are met, it is registered in the menu screen's "Chat List" and can be replayed later. Incidentally, even if you don't watch that long chat when it occurs, as long as the trigger conditions are met, it will be registered in the "Chat List".

Types and characteristics of chats

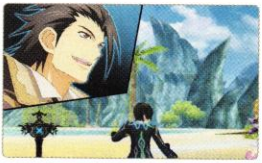
Long Chat

While exploring the map, it occurs if you press the SELECT button when a title is displayed in the lower-left of the screen. The view switches to a dedicated screen and a conversation takes place.

Short Chat

Automatically occurs when conditions are met. Unlike long chats, you can continue exploring the map while the chat is occurring.

Fighting Chat



As the name implies, a chat that automatically occurs when certain conditions are met during battle. Some of them involve conversing with enemies.

Earn titles to get GRADE

You can earn titles by finding many treasure chests or progressing the story to certain points. Doing so grants GRADE that can be used at the Grade Shop (p.322). If you plan to play subsequent runs, refer to p.151 and try to obtain as many titles as possible. Note that earning titles can also grant trophies.

When you earn a title, the screen The name of the title obtained will be displayed The previous screen is displayed.

Understanding a Character's Abilities

Feature of Character

Allies who accompany you on your adventure are reliable in battle as well. Understand what abilities they have so you can leverage each individual's personality — doing so is the shortcut to victory.

Six elements that determine a character's personality

There are six companion characters in total, and t he roster is the same in both Jude's and Mira's chapt ers. Depending on story progression, characters will join and leave the party, but while in the party any c haracter can be controlled by the player during battl e. Each character has different traits — some excel a t close combat, others are skilled with arts — so first check below to see how these elements differ.

Find characters. Try them o ut and find various characters that are easy to control

Elements that characters possess

Status

Attributes such as Strength, Intelligence, De Character base abilities. Char Statuses differ.

Arts/Techniques

Attack methods and recov There are various abilities lea rned by characters through r epeated means. They are divided into two types: Techniq

Skill

Raise status or act es 3 actions. Learned Most skills learned are common, but some are character-specific.

Traits

Special combat abilities that th e character possesses. They ca nnot be changed, and their eff ects differ completely from character to character.

Increases Strength by 5%.

Support

Like Traits, these are innate a bilities unique to each chara cter. These, however, only ta ke effect while linked (P.036).

Equipment

Items worn on the body, such as weapons and armor. Whic h equipment can be worn vari es by character.

About characters who leave the party

Even characters who once joined the party ma y leave partway through the story's progression. However, characters who are away from the part y will still gain experience and level up like other allies. That said, leveling up alone does not devel op the character fully, so when they rejoin you sh ould use a Lillial Orb to promote growth (P.018).

Be sure to do so. Note that equipment may either remain as the items worn at the time of departure or may be automat ically replaced with new items (p.150).

In addition, characters may sometimes join as "companions," b ut they cannot participate in battles nor have their equipment cha nged. However, they can still gain experience points.

Understand the meanings of the stats

There are many types of stats, and they can affect one another—for example, physical attack power is calculated from Strength and Stamina. Because each character's stat growth tendencies differ, their preferred fighting styles will also differ. The table below summarizes the meaning of each stat, so please first understand this.

First, please understand this.

To check a character's stats, move the cursor to the right on the menu screen to select the character. That will display the current stats, including the effects of equipment and skills.

Meanings of the stats

Item	Description
L.Lv.	Indicates the level of the Lirial Orb that the character possesses. Even if the level increases, stats do not automatically rise; instead, you gain the GP needed to unlock nodes on the Lirial Orb (p.018).
HP	Hit Points. If this value reaches 0, the character becomes unable to fight.
TP	Technical Points. Required when using techniques.
SP	Skill Points. Required when equipping skills.
AC	Assault Counter. Required when performing attacks or consecutive steps (P.033).
Physical Attack Power (PhysAtk)	Affects damage dealt by physical attacks (mainly normal attacks and techniques); the higher the value, the greater the damage. The value is calculated as "20% of Strength + 60% of Vitality + Agility + physical attack power of equipment +
Physical Defense (PhysDef)	Affects damage received from physical attacks; the higher the value, the more damage can be reduced. The value is calculated as "Vitality + 20% of Strength + 60% of Agility + physical defense of equipment + skill effects."
Magic Attack Power (MagAtk)	Affects damage dealt by magical attacks (mainly techniques); the higher the value, the greater the damage. The value is calculated as "Intelligence + 20% of Spirit + 60% of Dexterity + magic attack power of equipment + skill effects."
Magic Defense (MagDef)	Affects the damage taken from magic attacks; the higher the value, the more damage is reduced. The value is calculated as "Spirit 20% of Intelligence+60% of Dexterity+Magical defense of equipment+Skill effects".
Strength	Physical attack increases by an amount equal to this value, and physical defense increases by 20% of this value. Also, the higher the Strength, the more likely a Guard Break will occur and the easier Steel Body is to break.
Stamina	Physical defense increases by an amount equal to this value, and physical attack increases by 20% of this value. Also, the higher the Stamina, the less likely you are to have a Guard Break inflicted on you.
Intellect	Magic attack increases by an amount equal to this value, and magic defense increases by 20% of this value. Also, the higher the Intelligence, the more likely attribute-based attacks will cause status changes.
Spirit	Magic defense increases by an amount equal to this value, and magic attack increases by 20% of this value. Also, the higher the Spirit, the less susceptible you are to status changes and status ailments.
Agility	60% of this value increases both physical attack and physical defense. Also, the higher the Agility, the faster your movement speed in battle and the shorter the time required to flee.
Dexterity	60% of this value increases both magic attack and magic defense. Also, the higher the Dexterity, the more likely you are to land critical hits and to stun enemies.

Further enhance combat abilities with skills

There are various types of skills that increase stats or add actions during combat, among other effects. All of them strengthen characters in combat. They can mainly be learned through the Lirial Orb (P.018), and some can also be learned by obtaining the rare "Book of the Unusual."

However, merely learning a skill does not activate its effect; you must equip the skill. Equipping requires SP, and you cannot equip more than your current maximum SP. For example, a character with a maximum SP of 5 cannot equip more once they have equipped a skill that costs 2 SP and another that costs 3 SP. Incidentally, this maximum SP can also be increased with the Lirial Orb.

Process for activating a skill's effect

Unlock nodes with Lirial Orbs. By unlocking a skill's nodes that way, you can learn that skill.

In the menu screen, select a character under "Skills". From the learned skills, you can set skills up to the character's maximum SP.

The effects of the set skills will take effect. You can remove skills any number of times, so it's good to try various combinations.

☆Find the skill you want to set from the skill tree

When choosing which skills to equip, first refer to the icon to the left of the skill name. This indicates the skill's category, and there are three types shown in the table on the right. Knowing this will make it easier to find skills that correspond to the aspects you want to strengthen. By the way, there are no restrictions such as a fixed limit on the number of skills you can set per category.

There are also skills with a green icon to the right of the name. This indicates effect propagation, and allied characters linked (P.036) to them can also share the skill's effect.

Skill Line

Line	Main Features
Parameters	Increase status or reduce damage from elemental attacks (P.044)
Actions	Enhance attack, movement, and defensive actions, and increase variations
Support	Support HP and TP recovery, and strengthen Over Limits (P.038)

Use traits to bring out the character's individuality

All party members each have one special ability called a "trait." For example, Jude has the trait "Focused Evasion," which allows him to move to an enemy's back when he avoids an attack with a backstep. The situations where traits are useful differ for each character, so please check the character breakdown starting on P.050 to determine when to use them. Traits cannot be changed, but they can be enhanced by skills, such as Alvin's skill "Charge Plus."

Example of a trait (Jude's Focused Evasion)

You can get behind the enemy!

Traits by character

Character	Traits	Effect
Jude	Focused Evasion	If you avoid an enemy's attack with a backstep (P.029), you can get behind the enemy.
Milla	Magic Arts	During spell chanting, releasing the button immediately changes the effect.
Alvin	Charge	Holding down the button charges the move, making the technique more powerful
Elise	Switching Typo: Each time you press the L3 button, the technique changes between "skilled at arts" and "skilled at techniques"	
Rowen	Post-Art Tuning	After using an art, performing specific inputs will alter the art's performance
Leia	Kasshin Staff Art	If you evade an enemy attack with a backstep, your attack reach extends for a certain time

Support helps allies in battle

Like Traits, allies each possess an ability called "Support." This ability is only active while linked (p.036), and its effect varies by character. Support, like Traits, cannot be changed, though some supports can be enhanced by skills.

The major difference from the features is that, instead of primarily strengthening the character you control yourself, it works advantageously for the linked partner. Therefore, support is not a criterion when choosing the playable character, but rather when choosing the linked partner.

■ Support by Character

Character	Support	Effect
Jude	Restore	When the linked partner is down, revives them
Mira	Bind	while recovering and restrains enemies to make them unable to move
Alvin	Breaker	Break the enemy's guard and also cause stun (P.043)
Elise	Tipo Drain	Absorb HP and TP from enemies to heal the linked partner
Lowen	Auto Magic Guard	Automatically casts Magic Guard when the linked partner is about to be hit by a spell
Leia	Item Steal	Steals items held by enemies that have been knocked down

Growth by Liliar Orb

Liliale Orb

Characters do not become stronger simply by leveling up. Growth through the Liliale Orb is the key to strengthening characters, so make sure you fully understand that system.

Spend GP to freely develop characters

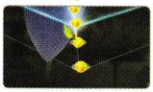
When you gain a level, you obtain GP (Grow-Up Points). By spending this GP to unlock nodes in the Liliale Orb, characters become stronger. For example, unlocking a node that grants "Strength +10" will increase the character's Strength by 10. You can choose which nodes to unlock freely, so refer to the character analysis from P.050 and develop each character as you like. Note that any character can unlock all nodes once they reach level 99.

Basic rules for growth via the Lirial Orb

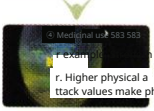
- Unlocking a node requires GP obtained upon leveling up. Each node can be unlocked for 1 GP.
- Once unlocked, it cannot be undone.
- There are two types of nodes: those that increase status and those that grant techniques or skills.
- The shape of the Lirial Orb and the placement of nodes other than arts and skills are common to all characters. However, the amount by which stats increase differs for each character.

Flow for developing characters

First, repeat battles to earn experience points. When a character levels up, they gain GP.



Spend GP to unlock nodes on the Lirial Orb. You can unlock one node per 1 GP.



When you unlock a node, it can raise a status—for example, +38—or grant techniques and skills to the character.

GP gained by level *

Level	GP gained	Level	GP gained
2	4	41~50	4
3–12	3	51~59	3
13–35	4	60~89	2
36~40	5	90~99	1

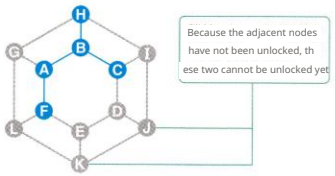
*GP gained upon reaching the listed levels. For example, when leveling from 34→35 you gain 4 GP, and when leveling from 35→36 you gain 5 GP.

Only adjacent nodes can be unlocked

After earning GP, select "Lirial Orb" from the menu screen. Here you can unlock nodes. The Lirial Orb is hexagonal; at first, choose nodes to unlock from the innermost six. From then on, you may only unlock nodes that are adjacent to nodes already unlocked.

For example, if you want to unlock 1 in the state shown on the right, you must first unlock はか. Of course, even if you unlock K, は can become unlockable, but in that case you must first unlock か. Also, when a node can be unlocked (when there is GP remaining), the menu screen next to "Liliar Orb" will display "Acquirable".

Example of node unlocking



Because the adjacent nodes have not been unlocked, these two cannot be unlocked yet

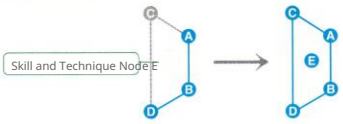
How to read the diagram

A • • • Node A that has not been unlocked • • Nodes that have been unlocked The lines that connect …. unlocked nodes are called "lines". When enclosing an area (see the right

Skills and techniques can be learned by enclosing an area

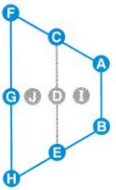
The nodes that allow you to learn skills or techniques are located inside areas enclosed by other nodes, and you cannot unlock them directly. You unlock them by "enclosing the area" where that node is located. To enclose an area, unlock the surrounding nodes and draw lines. A line is the blue line that connects unlocked nodes, which is drawn automatically when nodes are unlocked. When enclosing an area, you must draw the innermost line around the node you want to unlock. As shown in the lower right figure, even if you enclose the outer area broadly, you will not be able to learn the skill or technique.

Example of unlocking skill or technique nodes



C By liberating it, the area with eyes will be enclosed by a line and the node of will be unlocked.

■ Pattern in which skill and technique nodes are not unlocked



Even if you enclose it largely as shown in the left figure, the will not be unlocked. You need to draw adjacent lines between C and E. If you unlock , you can unlock both and at the same time.

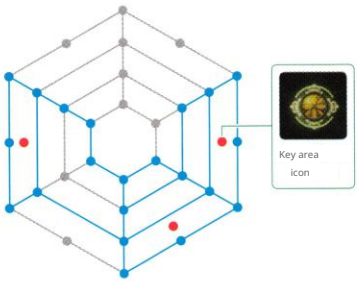
The number of required nodes increases. The more, the more nodes are needed to enclose the area. Move to the outside of the Lyrial Orb.

When the conditions are met, the Lyrial Orb grows larger

At first it is a small Lirial Orb, but when certain conditions are met the orb itself grows and becomes noticeably larger. Doing so increases the nodes you can unlock, expands the types of arts and skills you can learn, and enables further character development.

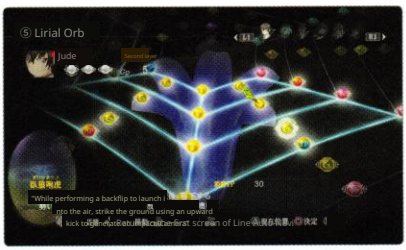
The condition to enlarge the orb is “surround three areas located on the outermost ring.” However, those three must include a “key area.” Key area icons have a white frame as shown on the right, so you should be able to recognize them on the screen. To enlarge the orb, be mindful of key areas when unlocking nodes.

■ State in which the Lirial Orb grows



When the Lirial Orb grows further, a second layer appears

When you grow the Lirial Orb, it can expand up to the size of nine hexagons. Then, if the growth condition is met when the orb is at its maximum size, a “second” Lirial Orb will appear. The second orb can be grown by the same rules as the first, so continue developing your character. You can switch between the first and second orbs by pressing the START button, so you don’t have to worry if there are nodes you want to unlock on the first orb. However, the stat increases are higher on the second orb. Therefore, if your goal is to boost stats, prioritize unlocking nodes on the second orb.



On the second screen there is a special skill node called "Secret Art." Once you learn this, you will be able to activate the Secret Ultimate Art (P.039).

Make Use of Items

Item

Using consumables allows you to recover, and equipping gear raises your stats. When used appro priately, every item can be a great help during your adventure.

Learn how to obtain and use items

The main ways to obtain items are: buying them at shops, pickin g them up on the map, and enemies dropping them (or stealing fr om enemies). Additionally, you can receive items as rewards from s ide events or obtain them through story progression.

All items are divided into one of the categories in the table below.

Each category has different uses, so first learn how to use each type. Also, the maximum number you c an carry differs by category. The maximum carry lim its for consumables and equipment can be increase d at the Grade Shop after clearing the game (P.322).

Item Categories

Category	Maximum quant ity per type	Main uses
Items	15	Can be used to restore HP and cure status ailments
Cooking	1	Used during combat. Increases attack power or raises rewards received after victory
Weapon	15	A type of equipment that increases physical attack power or magical attack power
Head Armor	15	A type of equipment that increases physical defense or magical defense
Body Armor	15	One of the pieces of equipment. Like head armor, it increases physical and magic defense.
Accessory	15	One of the pieces of equipment that has various effects such as gradually restoring HP or preventing status ailmer
Visual	1	Alters the character's appearance. There are two types: Attachments and Personal.
Materials	99	By delivering items to the shop, you can raise the shop level (P.023).
: Valuables	No limit ※	In addition to items required by the story, there are also books that can teach skills and arts.

※ Only 255 for "Jet-Black Feather" (P.440).

Eat the dish before entering battle

Dishes are items that can only be used from the me nu screen, and their effects take hold starting from th e next battle after use. Those effects vary by type—for example, raising stats during battle or restoring HP a nd TP after battle. However, the characteristic of di shes

- Effect duration is counted in number of battles. If it say s "Duration: 5 battles," the effect will take place for fi ve battles starting from the next battle after use. The s ame dish also comes in three sizes—Normal, Large, and Special—and the larger the size, the longer the duration (the effect itself is the same).
- If you use another dish before the effects of the current di sh wear off, the effects will be overwritten by the new dish

Only the last one used will be effective at any given time. B y the way, cooked dishes are obtained as finished prepared items; unlike some past "Tales of" series titles, you do n ot need to cook food yourself.

Equip items to increase combat strength

Equipment are items that raise your stats simply by being worn. Be sure to equip them to boost your combat power.

Each character can equip a total of four items: one weapon, one head armor, one body armor, and one accessory. The types of weapons and body armor a character can equip are restricted by character, but head armor can belong to multiple categories even for the same character, so change what you equip according to your tactics. Accessories can be equipped by any character regardless of category. Refer to the table below when choosing what to wear.

Light armor body armor can be equipped by Jude and Leia, and "coats " can be equipped by Mila and Rowen. However, there are also items exclusive to specific character

Characteristics of head armor by category

Category	Features	Characters who can equip
Helmet	Both physical defense and magical defense are average	Jude/Alvin/Loen
Hat	Physical defense is slightly low, but magical defense is high	
CD Circlet	Physical defense is somewhat low, and magical defense is somewhat high	Mira/Elise/Reia
Q Ribbon	Physical defense is considerably low, but magical defense is high	

・Main effects by type of accessory

Category	Main effects
Talisman	Prevents status ailments / Recovers HP or TP upon defeating enemies
Symbol	Increase physical attack power or magic defense / Gradually recover HP and TP
Ring	Increase strength or intelligence / Reduce TP consumption of skills
Gem	Reduce damage from attributes (P.044) / Increase maximum HP and TP
Other	Increase maximum AC (P.033) / Increase acquired gald
Cloak	Raises physical defense and magical defense. Some also increase elemental resistances.
Boots	Increases physical defense, magical defense, and agility.

Visual changes to the character's appearance

On the equipment selection screen, move the cursor down and you can set the character's visual appearance. Visuals are broadly divided into Attachments and Personal items. The former are things worn like hats and sunglasses, and the latter change hairstyle and clothing. Neither affects stats,

There is no effect such as increasing stats, but the appearance is reflected during map exploration, in battle, and in event scenes. Changing to an appearance you like allows you to enjoy the game more deeply. Note that Personal items will not appear on the equipment screen until you obtain the corresponding item.

About visual settings

- Attachments are divided into Main and Sub; you can equip one Main and up to two Subs
- Press the START button to change the position, size, or color of attachments
- Press the SELECT button to save the current visual settings. Saved combinations can be recalled later (up to 5 patterns can be saved)

Enjoy fashion full of personality!

Shop Mechanics

Shop

The items carried by shops increase in variety and may be discounted depending on the shop build.
Understand how the shop build system works to become a savvy shopper.

Assortment Is Universal

At shops, you can purchase items by paying Gald (money). As shown in the table below, what is sold varies by shop ty pe; some locations combine multiple shops into a general s tore, and there are inns where you can recover.

Also keep in mind that assortments are univers al across the world. For example, if it's an item sho p, the same items are sold at item shops everywh ere. Each assortment can be expanded using the " Shop Build" explained on the right-hand page. Mo st shops are located in towns, but some fields and dungeons also have general stores.

Shops found in fields and dungeons are helpful for restocking item s. Check the location on the location map or the map pages in this book.

Types of Shops

Type	Description
Item Shop	You can buy items that restore HP and TP and cure status ailments and status changes
"Weapon	You can buy weapons that increase attack power
Armor Shop	You can buy head and body armor t hat increase defense
Accessory Shop	You can buy accessories with various a dditional effects

Type	Explanation
Cookshop	You can buy dishes that take effect duri ng or after battle
General Store	A shop that combines an item shop, weapon shop, armor and a accessories shop, and a restaurant
Inn	By paying gald to stay overnight, your HP and TP are fully restored and status ailments are cured

*How to obtain Gald

Gald, essential for using shops, can be obtained in thre e ways: "defeating enemies", "clearing sub-events", and " selling items". Since the main source of income is "defeati ng enemies", actively engage in battles to earn Gald.

Also pay attention to sub-event rewards. Dependi ng on the type of sub-event, some grant several t housand Gald, so complete as many as possible to acquire more Gald.

With the skill "Search G uard", Gald dropped by enemies may also increase.

Equipment sells for high prices. If you no longer equip it, sell it. It would be good if it increases.

Accumulate points to raise the shop level

Delivering materials to various shops or depositing gald will accumulate Shop Build Points. As you accumulate these points, the shop's Shop Level will rise, bringing in new products and allowing you to buy items at discounted prices. This system is called "Shop Build," and it is essential for strengthening equipment and restocking items.

There are three main ways to earn points listed in the table on the right, but the primary method is delivering materials. Materials can be dropped by enemies or picked up on the map, making them relatively easy to gather in large numbers. Furthermore, by using the bonus materials explained below, you can efficiently accumulate points. Note that levels exist separately for each type of shop, such as weapon shops and armor shops, and inns do not have a Shop Build system.

Rules of Shop Build

- From the shop's "Development" command, choose "Deliver Materials" or "Deposit Gald," or make purchases at the shop to accumulate Shop Build Points.
- When points accumulate, the shop level rises, increasing stock and applying price discounts (p.441).
- Shop Levels increase independently for each type of shop.

■ How Shop Build Points are determined

Type	How points are determined
Delivering materials	Each material has a set point value. 1 point is added for every 10 gald deposited. One-twentieth of the gald paid is added as points.
Depositing gald	
Making purchases	

Process for delivering materials to raise a shop's level

Select the shop where you want to accumulate points

From the "Development" command, select the shop where you want to accumulate points. You can also check the current bonus materials here.

Deliver materials

Select the materials and quantities to deliver. The current shop level and the points required to level up are displayed at the top of the screen.

The shop level increases

When points accumulate to a certain value, the shop level will increase. New products may arrive, and product prices may drop.

*How bonus materials are determined

Materials are divided into the seven types listed on the right, and one of these is set as a bonus material for each shop. For example, if the weapon shop's bonus material is "Plant," delivering plant materials to the weapon shop will grant 2x or 3x the usual points. The type and multiplier of the bonus material change after a battle or after one hour has passed. How they change is random, so you cannot make a specific material become the bonus. Also, materials classified as "Mystery" are never chosen as bonuses, but they have the characteristic of granting higher base points.

Some are more profitable to sell. There are also materials that can be obtained. Although the points ar

Material Categories

...Ore ...Plants ...Beasts ...Birds ...Aquatic ...Insects ...Mystical

・Bonus Material Change Rule

- When engaging in combat, there is a 1% chance that a bonus material will change. Thereafter, each time you fight, the chance of change increases by 2% (1% → 3% → 5% ...)
- One hour after the bonus material changes, it will certainly change regardless of combat
- When the bonus material changes, which material bonus is selected for each shop and whether the multiplier will be 2x or 3x is determined randomly.
- After the bonus material changes, the probability of changes caused by battles returns to the initial 1%.

Basic Knowledge of Combat

Basic Knowledge of Battle

Throughout the progression of the story, many battles await the player. To prevail in them, first understand the basics of battle—how battles start and the rewards for victory.

Contact with an enemy symbol starts a battle

There are enemy symbols in fields and dungeons; touching one will trigger a battle. Depending on how you make contact, the battle can start in a special state like the one shown on the right. If you enter an enemy symbol's line of sight or run nearby, a "!" mark will appear and it will chase you, so be careful not to be taken from behind.

Also, enemy symbols have a 15% chance of entering an enraged state, emitting steam from their heads. While enraged, they can detect the player at twice the normal distance, so proceed cautiously when such enemies are present.

Note that among the above, only Encounter Link may occur simultaneously with other types. For example, when multiple enemy symbols are nearby, if you are contacted from behind by an enemy symbol, an Encounter Link can happen at the same time as a Back Attack.

Combat occurs during events. Often fight bosses. There are times when you can do so. In such cases,

Special ways battles can start

Back Attack Encounter If an enemy symbol makes contact from behind, the battle starts with you surrounded by enemies. This is a disadvantageous way to begin.

Advantage Encounter

Even if an enemy symbol has noticed you, if you can make contact from behind, the battle begins with all enemies having taken damage equal to 20% of t

Advantage Encounter+

If you make contact from behind while the enemy is unaware, all enemies take damage equal to 50% of their maximum HP and are stunned (P.043).

Encounter Link

When you enter combat while multiple enemy symbols are nearby, enemies from the nearby enemy symbols will appear consecutively.

• Marks that appear above enemy symbols

Mark when discovered

Mark indicating an enraged state

How to identify special symbols

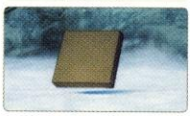
While exploring the map, you may encounter special symbols that are stronger than usual. One of these is the Strong Symbol, identified by a yellow "!" mark above it. Another is the Rare Symbol, a special enemy bearing the name "Vacula." Both can appear on most maps: Strong Symbols appear with a 5–10% chance, and Rare Symbols appear with a 5% chance. If you find one and are confident in your skills, give it a try.

Examples of special symbols

Strong Symbol

It looks the same as surrounding enemies, but has higher stats and grants double experience and gold.

Rare Symbol

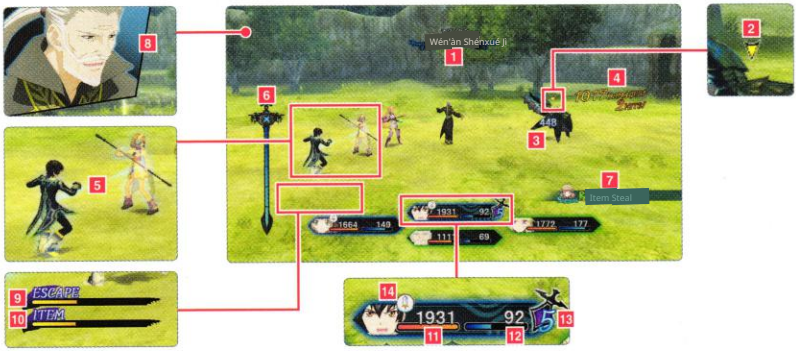


Characterized by very high defense. Stronger "Vacula" enemies appear on later maps.

Read the on-screen information accurately

In battle, use actions and cooperate with up to four allies to aim for total enemy defeat. During combat, various information such as used techniques and damage is displayed, and the HP How to read the battle screen

Some information is always shown, while others—like damage—are only displayed when an effect occurs. Below, understand the meanings of the information displayed on the screen.



1 Attack Name

Names of used techniques and skills. Allies' names are displayed in blue, enemies' names in red, and actions from items or links (P.036) are displayed in green.

2 Target cursor

The enemy targeted by the controlled character. The yellow portion indicates that enemy's remaining HP.

3 Damage and recovery amounts

Shows the damage dealt to enemies and the amount of HP recovered. Details are as follows.

- 331 ····· Damage dealt to enemies
- 88 ····· Damage received by allies
- 849 ····· Amount of HP and TP recovered
- WEAK! ····· Indicates that damage increased due to a weak attribute (p.044)
- RESIST ····· Indicates that damage was reduced by a resistant attribute, or that damage was recovered by an absorbing attribute
- Ac Bonus! ····· Indicates that an AC bonus (p.034) was gained due to a critical hit or the skill "Splendor Assault".

4 Hit count and total damage

The hit count and total damage when attacks land consecutively. Displayed in red for ally attacks and blue for enemy attacks.

5 Link connection

Lines displayed between linked allies. Shown in blue or green. Also causes the allies' status icons at the bottom of the screen to glow in the same color.

6 Resonance Art Technique Gauge

Indicates the current Resonance Technique Gauge (P.037) amount.

7 Allies in Link

Indicates the ally the player character is linked with and that ally's support name.

8 Fighting Chat

The character speaking in the Fighting Chat. Allies are shown at the top left of the screen, enemies at the top right.

9 ESCAPE Gauge

After selecting "Escape" in the battle menu (p.026), if this gauge fills to maximum, you can flee from battle.

10 ITEM Gauge

After using an item, a gauge is displayed, and you cannot use another item again until this gauge is depleted.

11 HP

Represents the ally character's current HP.

12 TP

Represents the ally character's current TP.

13 AC

This shows the current AC (P.033). Only the controlled character is displayed.

14 Status Icons

If allied characters are affected by buffs/debuffs or status ailments, an icon will be displayed. For the types of icons, see P.042.

Make Use of the Battle Menu

Pressing ● button during battle opens the battle menu. Here, you can set arts/skills and change equipment much like in the normal menu screen. However, there are differences from the normal menu— such as not being able to grow via Lyrial Orbs or set certain skills. Check the table below to see what you can do in the battle menu.

Opening the battle menu stops time, so you can take your time choosing commands.

List of Battle Menu Commands

Command	Explanation
Items	Select and use an item (see details below)
Arts / Techniques	You can set the controlled character's arts/skills and change the control mode (P.028). You can also select allied characters' arts/skills and instruct them to use them.
Equipment	You can change equipment. However, Attachments and Personal items cannot be swapped.
Tactics	Change allies' tactics and Auto Item settings (p.040). You cannot change the formation.
Flee	You can escape from battle (see details below). However, you cannot flee from boss fights in event battles.

Things you can do while the battle menu is open

Type	Controls	Explanation
Auto Item	● Button	Each time the button is pressed, all allies can toggle Auto Item between "Use" and "Don't Use"
Change camera	L1 Button	By holding down the L1 button and moving the right stick, you can adjust the battle camera view
Display Battle Book	L2 Button	You can view the Battle Book
Display Link Skills	R1 Button	Displays among the equipped skills those whose effects propagate while linked (P.036)
Change playable character※	START Button	Change the controllable character

※You can also change characters using the method on P.028 without opening the battle menu.

*Use items from the battle menu

To use an item during battle, select "Item" from the battle menu, then choose the character who will use it → the item to use → and finally the target. Using an item creates an opening, so have a character who is away from enemies use it. After using an item, the ITEM gauge is displayed; until this gauge is depleted, items cannot be used.

Time until ITEM gauge depletes

Battle Rank	Time until the gauge runs out
Easy	2 seconds
Normal	4 seconds
Second	5 seconds
Hard	6 seconds
Unknown	7 seconds

*When in a pinch, escaping from battle is also an option

If you choose "Escape" from the battle menu, an ESCAPE gauge will appear on the screen. This gauge fills faster when allied agility is high, enemy agility is low, or there are fewer enemies; once it is full you can flee the battle. The enemy symbol will disappear after you escape, so use this opportunity to reorganize. If you decide not to flee, simply select the "Escape" command again.

Calculation method for escape time ※

Escape time (seconds) =

100 ÷ [20 + { (Average allied agility × 2 + Average enemy agility) ÷ Number of enemies } × 2]

※ The average allied agility is calculated from battle participants excluding those who are incapacitated or petrified. Also, the minimum escape time is 1 second and the maximum is 12 seconds.

Various rewards are obtained after battle

Defeating all enemies results in victory, granting the experience points, Gald, and items predetermined for each enemy. How much of each you obtained can be checked on the victory screen, where you can also see statistics such as the maximum consecutive hits related to bonus experience. Note that experience points, obtained Gald, and item drop rates can be increased with accessories, skills, and cooking.

Bonus experience is displayed only for a short time. Don't miss it.

Shown on the victory screen

Type	Description
EXP	Base experience. Each enemy grants a set amount of experience, and you gain the sum of defeated enemies' values. Note that level...
GALD	Gald obtained. Each enemy grants a set amount of gald, and you gain the sum of defeated enemies' values.
MAXHIT	The maximum consecutive hit count of attacks in that battle. It affects bonus experience.
TIME	The time taken to win the battle. It affects bonus experience.
BONUS	Bonus experience gained. See below for details.
Item Name	Item obtained. Each enemy has predefined items they drop and the probability for each.

*Know how experience is calculated

The experience points (EXP) gained upon victory are divided into two types: base EXP and bonus EXP. Base EXP is determined by the rules shown at the bottom right and is awarded to all party members. Bonus EXP is calculated using the formula below and is awarded only to characters who participated in the battle.

If you want a party member to gain bonus experience, switch the character or equip the skill "Image Training." Incidentally, allies who have left the party and companions who are merely accompanying you will receive both base experience and bonus experience.

When an ally's level becomes high, their experience gain decreases. If you want to grind levels, choose areas where the level gap with enemies is less than 5.

Determination of Base Experience

- All allies gain the total experience value of defeated enemies (if you defeat three enemies worth 200 EXP each, everyone gains 600 EXP). The number of allies does not affect experience—whether the party has 2 members or 6, each person's share is the same.
- If your level is higher than the enemies' average level, that ally's base experience decreases by 10% per level difference (up to 50%). Having a lower level yourself does not increase the experience gained.
- ◆ Allies who are incapacitated or petrified at the end of battle do not receive experience.

Calculation Method for Bonus Experience

Bonus Experience = (Total enemy experience ÷ 200) × (A Combo Modifier + B Battle Time Modifier + C Encounter Link Modifier + No-Damage Modifier) × Level Difference Modifier × F Battle Rank Modifier

A Combo Modifier
Maximum consecutive hit count × 0.765

B battle time adjustment
30 seconds battle time (if negative, use 0)

C Encounter link adjustment
Number of linked enemy symbols × 1.5 (only during encounter links)

D No-damage adjustment
2 + (average level of enemies) − (average level of allies)
(Only when victorious without taking damage. Also, if the allies' average level is higher than the enemies', use 2)

E Level difference adjustment
As with base experience, when your level is higher than the enemy's, bonus experience decreases by 10% per level (up to 50%)

F Battle rank adjustment
If the combat rank is Easy, assign 0.5; Normal is 1; Second is 1.5; Hard is 2; and Unknown is 4.

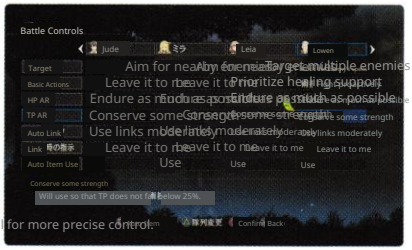
Master the Actions

Battle Action

Combat is conducted using the "Double Raid Linear Motion Battle System," and you will fight enemies using a variety of actions. Mastering those action controls is the first step in battle.

Decide the Participating Members and Control Mode

The members who participate in battle are determined by the order shown on the menu screen. Allies placed in positions 1–4 from the top will join the fight, and the player controls the topmost ally in battle. The leader does not affect combat, so rearrange the order on the menu screen to choose your members.



The controlled character's movement changes depending on the control mode. Semi-Auto, which makes it easier to land attacks, is recommended at first, but once you become accustomed to it, try Manual for more precise control. Give it a try. Control modes can be changed from the menu screen's "Arts/Techniques" section, and can also be switched during battle using tactics (P.030) you can determine a rough guideline for their actions.

Characters other than the one you control act automatically. By setting tactics (P.030), you can determine a rough guideline for their actions.

Differences by control mode

Type	Features
Semi-Auto	When performing regular attacks or techniques, the character will automatically move closer to the enemy until within the attack's range and then strike. If you are not moving or attacking, the character will automatically guard against enemy
Manual	Regardless of the distance to the enemy, normal attacks and skills are executed on the spot / Guard must be operated manually / Jumstick only
Auto	Acts automatically according to the set tactics. However, instructions via shortcuts (P.031) are possible

Party members can be switched even during battle

If you want to change the character you control during battle, press the L1 button while pressing a direction on the D-pad. The allies' statuses are displayed at the bottom of the screen, so press the D-pad in the same direction as the icon of the character you want to switch to. Also, when your party has five or more members, you can swap bench members and active members in the order shown on the right. It's a good idea to switch when a character runs out of TP, for example.

Procedure to switch with a bench character

After pressing the R3 button, use the directional keys to choose the member you want to

From the reserve members, use the directional keys to select the member you want to h

Character interaction
Generation is Resonan
(P.037) Use

It comes in handy at times. An ally who was on standby joins the battle, completing the member swap.

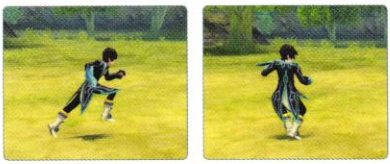
Learn the basic methods of movement that underpin actions

There are four types of character movement, such as free run and jump, listed below. In battle, both offensively and defensively, mastering each movement method is fundamental. Once you can freely move the character, you should be able to close to the proper distance to enemies and accurately dodge enemy attacks. Note that the control mode is semi-auto versus manual, the method of operating jumps changes slightly.

When you can move the character freely, you will be able to approach enemies to an appropriate range and accurately evade their attacks. Also, be aware that when the control mode is semi-auto versus manual, the method of operating jumps changes slightly.

Character movement methods

Move



Tilting the left stick left or right allows you to keep the targeted enemy (P.030) in front of you while moving closer to or farther from that enemy. Because the enemy remains in front, you can approach via the shortest path. Use this when you want to quickly close the distance to an enemy. However, movement speed becomes considerably slower when moving away from an enemy. If you need to quickly increase the distance, it is better to use other movement methods such as freerun. Note that movement speed increases over the base speed by (Agility ÷ 80)%. ●Main skills that enhance movement

Skill Name	Effect
Dash	Movement speed increased by 25%

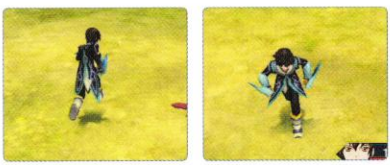
Jump

As the name suggests, an action to leap into the air. Pushing the left stick upward (※1) lets you jump, and you can also jump diagonally. It can be used as an escape method when surrounded by enemies. There are also techniques that can be executed in the air after jumping. ●Main skills that enhance jumping Skill name — Effect

Aerial Armor	Does not flinch when attacked in midair
Aerial Jump	After jumping, lets you jump one more time while in midair

※1: When the control mode is semi-auto, you must also press the button.

Freerun



While holding the L2 button and pushing the left stick, you can move freely in any of the 360-degree directions. This movement is useful for dodging enemy attacks or getting behind enemies. However, damage taken while freerunning is multiplied by 1.2, so if you cannot fully avoid an attack, use Guard (P.032) to block it.

● Main skills that enhance freerun

Skill Name	Effect
Move Armor	While freerunning, you do not flinch when hit.
Runner Supply HP	Gradually recover HP while free-running
Runner Supply TP	Gradually restores TP while free running

Step

By performing a forward or backward leap action while holding the button and pushing the left stick forward you perform a front step, and pushing it backward you perform a back step. The speed is considerably high, making it useful for adjusting distance in close combat. Note that repeatedly performing steps will consume AC (P.033).

● Main skills that enhance step

Skill Name	Effect
Assault Step — You can attack enemies with a front step *2	
Step Armor — You do not flinch when hit during a step	
Step Long	The distance of front steps and back steps is increased by 30%

※2: When performing consecutive steps, the effect only applies to the first step.

Target the enemies you want to defeat first

The controllable character locks onto a single enemy and launches attacks.
This act of locking on is called "target,"
and a target cursor (a yellow arrow) is displayed above the head of the targeted enemy.

If you want to switch targets, use the following controls. Depending on the enemy composition and situation, but generally prioritize enemies you can finish off soon or enemies that have healing abilities.

Change the enemy you want to attack

・Main controls related to targeting

- You can change the targeted enemy by holding the R1 button and tilting the left stick
- Press R1 briefly to target the nearest enemy. Hold R1 to view information such as the enemy's remaining HP and attributes (p.044), and while holding, press L1 to see even more detailed information.

The number of enemies you can target at once is:
Can hit multiple enemies
Single target, but a wide-area attack

Normal attack that serves as the starting point for attacks

The normal attack performed with the ● button has low power but few openings, making it easy to use. Combined with the left stick, the motion and number of hits change, which is also a feature. Note that the power of normal attacks is the same for all — whether it hits once or three times, the total power is 100.
The total power is common at 100 whether it is a single-hit or two-hit attack.

Each time a normal attack lands a hit, TP recovers by 1% of its maximum. Therefore, it can also be used as a means of TP recovery.

Main skills that enhance normal attacks

Skill Name	Effect
Stopper	Enemy stagger time when hit by a normal attack increases by 25%
Moving Assault	The heavy attack changes (see below)

*Normal attacks change depending on controls and skills

Holding down the L1 button while performing a normal attack turns it into a "heavy attack."
The total power of the heavy attack is 150, it can stun enemies, and it also tends to fill the Resonance Technique Gauge (p.037). However, the attack's startup is slow, so relying on it frequently is risky. Also, if the skill "Moving Assault" is equipped, the heavy attack transforms into an attack of the same name as that skill,

It becomes an attack executed after dodging toward the front of the screen. By using this to evade an enemy attack and land a hit with Moving Assault, it will always be a critical hit (p.034) and will greatly increase the Resonance Technique Gauge. In addition, pushing the left stick upward changes the heavy attack's motion, and Moving Assault becomes a dodge toward the back of the screen.

Example of normal attack changes (for Leia)

Normal attack

Heavy attack

Moving Assault

Choose the arts and techniques to use in battle

In the menu screen under "Arts/Techniques," you can assign arts and techniques to the Left Stick + B button. Using arts and techniques consumes TP, but they are generally more powerful than normal attacks and some have effects beyond dealing damage. Refer to the character analysis starting on p.050 to choose which arts and techniques to assign.

You can also register shortcuts. These allow you to assign arts and techniques to the Right Stick, and you can set not only your own but also allies' arts and techniques. Furthermore, if you obtain an "Arts Ball" (p.438), the number of assignable arts/techniques and shortcuts increases from 4 to 8. The extra slots gained from the "Arts Ball" can be activated by operating while holding the L1 button.

When setting arts and techniques, move the cursor down to view: ・Characteristics of the art or technique

- ◆ An art or technique cannot be activated if you do not have enough TP ◆ New ones can be learned via the Lirial Orb
- ◆ They are divided into Techniques (Martial Techniques) and Arts (Spirit Arts); generally, Techniques use physical attack power and Arts use magical attack power to determine damage. Arts require casting; they activate after the casting completes. If you are attacked during casting, the casting will be interrupted.
- ◆ Arts are divided into three tiers: Lower-tier Arts (9), Mid-tier Arts (), and Upper-tier Arts (); higher tiers have greater power. Techniques

Techniques have the drawback of requiring a casting time before activation, but they often possess high power, wide areas of effect, and many provide healing or

*Performance is improved by sub-stats and counts

Some techniques have secondary statuses set. This means their performance improves when certain stats are raised; for example, Mira's "Round Edge" deals more damage the higher her Vitality is. Also, when any technique's count (number of uses) reaches certain thresholds, a star mark appears and its performance improves as shown in the table on the right. Moreover, certain techniques receive additional individual enhancements on top of the benefits shown in the table. For example, Jude's "Turning Bubble" increases its attack range after 200 uses. Be mindful to increase the count of techniques you use frequently, and raise related secondary statuses through Lyrial Orbs training or equipment.

- Performance changes by count (applies to all techniques)

Count	Star mark	Details of changes
100 or more	★	Critical rate +3%
200 or more	★★	Physical Attack & Magical Attack +5%
400 or more	★★★	Resonance Technique Gauge fill amount +20%
1000 or more	★	TP consumption reduced to two-thirds
2000 or more	FoodFood	Physical and magical attack power increase amount becomes 20%
4000 or more	★★★	When linked from other skills/techniques, 25% chance not to consume AC
9999 or more	MASTER	When linking without consuming AC, chance to not consume AC becomes 50%

☆Check special操作 methods during magic chanting

During spell chanting, you can change the spell's target or adjust the spawn position. Memorize the control methods shown in the right table so you can make the spell affect the intended target or appear at the correct spot. For spells with short chant times where you want to carefully choose the target or spawn position, use chant-wait by holding the button down. Also, if an enemy approaches you while chanting, press the button to cancel the chant and create distance from the enemy. This chant cancel is also useful when you selected the wrong spell.

Special operations during spell chanting

- For single-target spells that you use on allies, you can change the target with the left stick. The "TARGET" shown in the ally status at the bottom of the screen indicates the current target. For wide-area spells, tilting the left stick displays a circle showing the effect range, allowing you to adjust the spell's spawn position. If you hold the button during chanting, the chant will wait even after the timer ends and the spell will be activated when you release the button. If you press the button during chanting, you can cancel the chan

Withstand enemy attacks by guarding

While you hold the ● button, you guard and reduce incoming damage. However, if you guard continuously, a guard break will occur and your guard will be broken, so do not over-rely on it. Also, to guard against magical attacks you must equip a skill and perform "Magic Guard." Magic Guard cannot block physical attacks, so either alternate it with the normal guard or equip the skill "All Guard" to handle both. Note that either guard restores TP by 2% of its maximum each time it blocks an enemy attack.

★ Types of Guard and Damage Reduction Rates

Guard (60% reduction)

Magic Guard (75% reduction)

Main skills that strengthen guarding

Skill Name	Effect
HP Drain Guard	When Flash Guard succeeds, HP is recovered by 25% of the maximum value.
TP Drain Guard	When a Flash Guard succeeds, TP recovers by 10% of its maximum value
Well Guard	Damage received while guarding is reduced by 50%. Also effective during Magic Guard.
All Guard	Magic Guard can block both physical and magical attacks.
Guard Extend	While guarding, HP gradually recovers. Also effective during Magic Guard.
Guard Reflect	Reflects 20% of the damage taken while guarding back to the Also effective during Magic Guard.
Survive	If you guard, even damage exceeding your remaining HP will leave you with 1 HP.
High Guard	Guard Break will no longer occur.
Flash Guard	If you guard immediately before receiving an attack, you can reduce the damage by 90%.
Magic Guard	While holding down on the left stick + ● button, you can deploy a Magic Guard that blocks magical attac

Avoid being knocked down by using Recovering.

Some enemy attacks can blow you away and cause you to fall down. While downed you become defenseless, and you may be surrounded by enemies before you can get up, which is dangerous. If you are blown away, use the button to recover and prevent being downed. With the skill "Quick Recover," you can perform a recovery even while downed. Power-type enemies (P.041) frequently use attacks that cause instant down, so you should equip this skill.

Recovering action

Appealing restores TP

Hold the L3 button slightly longer and the character will perform an appeal. This is an action that provokes enemies and restores 5% of the maximum TP. Because you are defenseless while appealing, use it at a distance from enemies. Given its modest effect and strengthened with skills, it is risky to use, so if you do, increase the appeal's effect with the skills listed in the table below. In particular, Elise activates her traits through appeal (P.097), so be sure to

■ Major skills that enhance appeal

Skill Name	Effect
Appeal Target	If you perform an Appeal, you become more likely to be targeted by enemies for 5 seconds.
Cavalry	If you perform an Appeal, you will not flinch when hit for 4 seconds.
Second Appeal	Your movement changes when you perform an Appeal, and TP recovery increases to 10% of the maximum.
Tipo Master	TP recovered from an Appeal increases to 7% of the maximum, and HP also recovers by 5% of the maximum.
Temptation	If you perform an Appeal, there is a 20% chance to charm the enemy (see P.042).

Rules of the Assault Counter (AC)

Assault Counter

AC determines how many consecutive actions a character can take during battle. The more AC they have, the more they can continue attacking. In other words, AC is the key to offense.

AC is required to attack

Using a normal attack, a skill, or a Follow-up Step (from the second time onward) reduces AC by 1 each time. When AC reaches 0, you can no longer perform these actions. Therefore, during battle you should always keep an eye on the current AC value displayed at the bottom of the screen.

If you want AC to recover, refrain from using normal attacks, skills, or Follow-up Steps. After waiting a short time, AC will automatically recover to its maximum. When AC is depleted, take defensive actions such as guarding and wait for recovery. Note that Resonance Skills (p.037) do not consume AC when used.

Only the controlled character displays AC, but other allies also have AC and consume it each time they use arts or techniques.

How AC works

- All ally characters share a base AC of 4 Each time they use a normal attack or an art/technique, AC decreases by 1 When using consecutive steps, from the second step onward AC decreases by 1 each time you step. Even if you alternate between front steps and back steps, they are treated as consecutive uses When you stop actions that decrease AC, it immediately auto-recovers to the maximum (except when being attacked or while in the air)

Main skills that assist AC

Skill name	Effect
Aerial Voltage	Each time your attacks hit 7 times in the air, your current AC recovers by ※
Combo Voltage	Each time your attacks hit 9 times, your current AC recovers by 1 ※
Stepper	AC will not decrease even when performing consecutive steps

※This effect does not increase the maximum value; it restores depleted AC. For example, when maximum AC is 8 and you attack an enemy so that your current AC drops to 3, if the hit count then reaches the specified value, your current AC will recover from 3 to 4.

How to increase the maximum AC

The larger your maximum AC, the more consecutive normal attacks and techniques you can use, allowing you to chain assaults. The skills and accessories listed in the table to the right are convenient items that simply by setting or equipping them increase the maximum AC. Use these to raise the number of attacks you can perform. However, because you can equip only one accessory, you will need to choose between it and other accessories. In contrast, if you have enough SP, you can set all four skills at once, so prioritizing learning skills is especially recommended.

Skills and accessories that increase maximum AC

Type	Name	AC increase value
Skill	Exceed	+1
	Exceed 2	+1
	Exceed 3	+1
	Exceed Link *	+1
Accessories	Exceed	+1
	Zexceed	+2

If both you and your Link partner have "Exceed Link" set, the maximum AC is increased by +2.

Temporary max AC increase from MAC bonus

When certain conditions are met, an "AC Bonus" occurs. This temporarily increases the maximum AC, and when the bonus occurs "Ac Bonus!" is displayed on the screen. Details are as follows; notably, even without setting a skill, you should actively aim for criticals that grant bonuses. Note that the AC bonus from criticals and from "Splendor Assault" each have a separate cap of +3. Even if four criticals occur, the maximum AC will not increase by +4.

AC bonus rules...

- When a critical hit occurs, the maximum AC is increased by +1. It can increase up to a maximum of +3.
- If you set the skill "Splendor Assault" and evade an enemy's attack with a backstep, the maximum AC is increased by +1. It can increase up to a maximum of +3.
- When AC is recovered three times, the AC bonus is lost.
- If you receive a critical hit from an enemy, all AC bonuses are lost.

"Splendor Assault" can be learned by all allies. Try to evade an enemy's attack with a backstep to aim for the bonus.

*Mechanics of Criticals

When an attack hits, the damage may increase to around double. This is called a critical, and it can occur for attacks by either allies or enemies. The chance of occurrence rises with higher Dexterity on the status, and it is more likely when attacking from behind than from the front. When a critical occurs, an AC bonus is also granted, so when attacking you should try to position yourself behind the enemy whenever possible.

It can occur with any kind of attack. Techniques, Resonance Techniques, Secret Arts Criticals occur with normal attacks.

・Difference between Normal Hits and Critical Hits

Normal Hit

Critical Hit

Method for Calculating Critical Chance※

Critical Chance = (Attacker's Dexterity × 2 - Defender's Dexterity)÷(Attacker's Dexterity ÷ 2) × (1 + Attacker's Dexterity ÷ 1000)

※When attacking from behind, the occurrence rate increases by +4%. Also, the critical hit rate has a maximum of 15%, and if the calculated result is negative, a critical hit will not occur.

TOPICS Beware of the weakening that halves maximum AC

There are many adverse conditions listed under Character Status (p.042), and some affect AC. One of these is "weakening," which occurs when hit by a water-element attack. When weakened, your maximum AC is reduced to half its original value. Even if skills or AC bonuses have increased your maximum AC, losing half is a serious blow. Since a character's number of actions is greatly reduced, cure it quickly.

If you cure the Weak status, AC is immediately restored. AC bonuses kept. AC returns. AC bo

Aim for big damage with combos

If your attack lands, you can stagger the enemy. While staggered, the enemy is defenseless, so cons ecutive attacks will result in continuous hits. This is c alled a combo, and by chaining attacks well you can deal large damage. Combos are also effective for conserving TP. By using normal attacks that don't co nsume TP and confirming the enemy is staggered b efore following up with a skill, you avoid wasting TP if the skill would be guarded. Note that spells are ge nerally unsuitable for combos because a staggered enemy can recover while you are still casting.

You can check whether your combo is continuing by the consecutive hit count on the right s Total damage is also displayed, so watch this and look for powerful combos.

Example flow of a combo

Perform a normal attack

Normal attacks do not consume TP and many have little recovery time. They are ideal as the starting point for combos.

Check whether the enemy is staggered

If an attack lands without being guarded, any attack will always stagger the enemy. However, enemies with Steel Body (P.041) are an exception.

If staggered, link into a skill

Skills can be executed in a any order, such as "Skill → Nor attack → Technique", but link faster moves together so the combo does not break.

Unleash powerful skills in succession

Aim for massive damage with powerful techniques. Avoid u sing moves that knock the en emy down, as a downed enemy breaks combos.

Some skills activate effects based on the number of link actions.

Separate from consecutive hits, there is another way to count a ctions called "links." This counts each action that consumes AC as one link. For example, if Jude's three-hit skill "Sansanka" is used t wice in succession, the hit count is 6, while the link count is 2.

This way of counting links mainly affects skill effects . For the "Combo TP Support" in the right table, even a normal attack that hits twice (such as Jude's first-level button attack) is counted as one link, so you need to press the button four times before TP consumption is reduced. Also, with "Splendor" and "Critical," even if co nsecutive hits are interrupted midway,

If you do not insert an AC recovery, the combo will be considered broken

...and the critical hits continue.

Main skills related to links

Skill name	Effect
Combo TP Support	If you chain normal attacks into a technique, t he technique's TP cost is reduced according to the number of links. 20% reduction at 4 or more links, 40% reduction at 8
Splendor EXP	If you evade an enemy attack with a backstep, the experience points fro combo will be doubled
Splendor TP	If you evade an enemy attack with a backstep, you will not consume TP du combo
Splendor Critical	If you evade an enemy attack with a backstep, the next All attacks that hit during the combo become critical

The number of links cannot be seen on screen. If you aim for "Combo TP Support" count it yourself.

The more AC you have, the longer the combo will continue. If you make use of the above skills try to increase your maximum AC.

Collaborate with allies via Links

Link System

Link (Resonance) is a system in which allies fight in pairs. While linked, they receive various benefits and can also use powerful attacks such as Resonance Techniques.

Cooperate with allies via Link

During battle, if you press a direction key other than up, you can cooperate with an ally in combat. This is called a Link, which can bring out the partner's support abilities or allow you to pincer enemies. Because there are many advantages, you should try to stay linked during battles whenever possible. However, be careful of status ailments and status changes: linked allies will share the same status conditions, so quickly use items like a Panacea Bottle to heal. Note that allies controlled by AI may also link (p.039).

Basic rules of Link

- Press the left, down, or right direction key to link with the ally in the same direction as the status displayed at the bottom of the screen. ● To cancel the link, press the up direction key. ◆ The character who initiates the link is called the Master, and the other character is called the Slave.
- The player character will always be the Master
- ◆ Allies that are linked are connected by blue or green lines and the status area at the bottom of the screen will glow in the same color

■Effects that occur while linked

Type	Description
Support	The support effects provided by Slaves take effect, restraining enemies and stealing items for you. For details, please refer to the character analysis page
Protect	When the Master is attacked, a Slave will appear in front of them and guard against the attack
Rear Cover	If there is an enemy behind the Master, a Slave will draw that enemy's attention. This prevents attacks from the rear, making it less likely to receive critical hits
Cast Follow	When the Master is chanting a spell, the nearby enemy will be attacked. Therefore, it is hard to interrupt the chant.
Stun Recovery	When the Master is stunned, the Slave will heal them.
Pincer Attack	The Slave moves around to the opposite side of the enemy targeted by the Master to perform a pincer attack. Since one of them attacks from the enemy's rear, it becomes easier to gain an AC bonus from critical hits.
Critical AC Bonus	While linked, if either side lands a critical hit, both parties receive the AC bonus.
Normal Attack Variation	When controlling Jude or Mira, performing a pincer attack on an enemy causes certain normal attacks to change, allowing them to inflict downed states or increase in power. For details of these changes, please refer to P.055 and P.069.
Resonant Arts	The Resonance Technique Gauge fills while linked. Once the gauge reaches a certain level, you can use powerful attacks such as Resonance Techniques and Overlimits.

Type	Explanation
Link Skill	Skills with a green icon also take effect on the linked partner. If both set the same skill, the effects stack and become even stronger. Such skills are called link skills, and the sharing of effects is called propagation.
Shared Status	The status of characters is also shared among linked allies. While advantageous effects like increased physical attack power can be shared, detrimental effects such as being set on fire are also shared, so the
Sharing of recovery effects	When HP or TP is recovered by a technique or item, the linked partner recovers 25% of the recovered amount. Also, when a status effect is cured, both parties can be cured.
Absorbing TP costs	When the master links "normal attack → technique," the slave bears half of the technique's TP cost. Note that in the case of "normal attack → technique → technique," the second technique's cost is not absor
Recover TP simultaneously with	When linking "technique → normal attack," the slave also recovers TP from the normal attack. Note that "tech In the case of <original>の場合、2回目の 続：通常攻撃→通常攻撃"</original>: "on the second time: Skill → Norm The normal attack does not recover TP.
Transfer of HP and TP	If allies with HP of 50% or more and HP of 25% or less link, the one with more HP loses 15% of its maximum HP and the one with less HP recovers 15% HP. Also, if allies with TP of 50% or more and TP of 25% or less link, their TP similarly increases or decreases by
Damage is transmitted	When damage is taken, the linked partner also loses 25% of that damage in HP.

Activate a Resonance Art by combining specific skills.

While linked, if the right conditions are met, a Resonance Art (Link Art) activates. This is a cooperative technique that combines specific skills — for example, combining Jude's "Sharp Summon" and Mila's "Burn Spread" can trigger the Resonance Art "Flame Piercing Formation."

Resonance Arts have extremely high power and do not consume AC or TP. Moreover, while activating, you will not flinch when hit. There are also healing and support types, so refer to the Resonance Art data starting on p.126 for use. Note that some Resonance Arts of technique types require casting time.

The photo icon is displayed
When it appears, press the R2 button to activate the Resonance Art.

*Learn how the Resonance Art gauge works To use a Resonance Art, you need to fill the Resonance Art gauge at the bottom left of the screen. This gauge is shared by the entire party and gradually fills when you land attacks. The more hits you land, the more the gauge fills, so if your goal is to charge the gauge, use Arts with high hit counts or wide-area Arts to hit multiple enemies at once. However, don't forget that the gauge only fills when attacking while linked.

The gauge is divided into five areas, and when each area reaches its maximum you can activate a Resonance Art. After activation, the next area of the gauge begins to fill. The performance of the Resonance Art does not change between areas, but when on the fifth area you can trigger Overlimit (p.038).

Conditions for activating a Resonance Art

- Fill the Resonance Art Gauge (see below) to a certain level so that the upper portion of the gauge is flashing.
- The controllable character must use the skill required for the Resonance Art (to activate "Flame Piercing Formation," use Jude's "Sharp Summon" or Mila's "Burn Spread").
- When you have prepared the required techniques and the special icon appears, press the R2 button

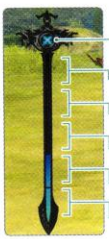
Main skills that enhance Resonance Arts

Skill Name	Effect
Slide Link Arts	Resonance Arts that can be activated from an Art will display an icon after using the Art; if you set this, the icon will also appear when starting the cast
Delay Link Arts	The time the icon is displayed when activating a Resonance Art is doubled

About changes to the Resonance Arts Gauge

- The gauge fills when you land an attack while linked. The gauge still fills from attacks by allies who move automatically as long as they are linked. When you fill the gauge to 200, the area becomes maxed out (that area's gauge reaches its maximum)
- The amount the gauge increases varies by attack, but basically it fills per hit as follows: 5 for normal attacks, 10 for arts/skills, and 25 for strong attacks.
- If you hit with a Moving Assault while evading an enemy attack, the gauge will fill to 200 in a single instance.
- The gauge gradually decreases over time, but it will not drop back down to a lower area than the current one.
- When an area is maxed, the gauge does not decrease over time.
- To advance to the next area, you must activate a Resonance Art.

Mechanics of the Resonance Art gauge



- Icon that flashes when a Resonance Art can be activated
- Fifth area — If you max out the fifth area and activate a Resonance Art, you enter Overlimits. After Overlimits, you return to the first area, but if the battle ends during Overlimits, the gauge up to the area at that time will remain.
- Fourth area
- Third area — After activating a Resonance Art, you can start filling the gauge for the next area. Each time you then activate a Resonance Art in the same way, you advance to the next area
- Second Area
- First area — When the area gauge is full, you can activate a Resonance Art

An Overlimit that becomes a major opportunity for allies

If you activate a Resonance Art when the fifth are a of the Resonance Art gauge is full, you automatic ally enter an Overlimit state. While in Overlimit, the controlled character does not consume AC and will not flinch when attacked, making it a chance to de al massive damage to enemies.

The same effect also applies to the controlled ch aracter's slave (the linked partner). If you switch sl aves midway, the original slave loses the Overlimit effect, but the new slave will receive the effect.

During the effect of Overlimit, the Resonance Technique gauge glo ws gold, and the character becomes enveloped in a pale blue-white light.

Features of Overlimit

- Effect duration is approximately 12 seconds
- AC no longer decreases
- Not staggered by enemy attacks
- Can activate Resonance Arts any number of times. However, when activating, the Resonance Arts gauge decreases by one area.※
- Can use Resonance Arts Chain (see below)

◆Upon learning an Ultimate Art, you can unleash a powerful Secret Ultimate Art (see right page)

※ Resonance Arts used during Overlimit activation do not decrease the gauge.

Main skills that strengthen Overlimit

Skill Name	Effect
Critical Keep	During Overlimit, all attacks become cri tical
Limiter	The duration of Overlimit is extended by 2 seconds
Limiter 2	When performing a Resonance Arts Chain, the Overlimit duration is extended by 1 second (o nly once per chain)
Limiter 3	If you switch Slaves and perform a Resonance Arts Chain, the Overlimit duration is extended by 2 seconds (only once per chain)
Limit Key	When Over Limits ends, if a Mystic Art (奥義) is being activated and during that Mystic Art, Over Limits will not end
Limit Fever	During Over Limits, TP is not consumed

*Try to aim for Resonant Mystic Art Chains

During Over Limits, you should make use of Resonant Mystic Ar t Chains, which continuously activate Resonant Mystic Arts. When doing this, using Resonant Mystic Arts will not decrease the Reson ant Mystic Art gauge. The gauge still decreases over time, but it be comes easier to repeatedly unleash Resonant Mystic Arts and deal significant damage to enemies. To enable consecutively using Res onant Mystic Arts, beforehand activate Resonant Mystic Arts Fl ow and mechanism of Resonant Mystic Art Chains Activate a sonant Mystic Art and link it to another Resonant Mystic Art

Set multiple Mystic Arts that can be linked. Assigning such Arts to shortcuts is also an option. Also, becau se the Mystic Art that triggered Over Limits does not reduce the gauge, starting the chain from that art is more effective. Note that to avoid breaking the com bo, it is safer not to include Resonant Mystic Arts of t he Technique type in the chain.

Activate a Resonance Skill du ring Overlimit. When "Chain Chance!" appears, enter ano ther skill that can trigger the Resonance Skill.

"Link Arts Chain!" appears an d the chain is successful. If it d oesn't work well, try repeatedl y inputting the art/skill. Note t hat during this the TP cost for the art will be consumed.

Continue the chain

From then on "Chain Chance!" will be displayed, so you can keep the chain going. However, the same Resonance Art cannot be used twice within a single chain (※).

Switching Slaves is also possible

It is possible to switch the Slave while a Resonance Art is attacking. In this case you can still continue the chain and activate a Resonance Art with the new Slave.

※ Abilities with the same name, such as "Gurenken" (P.133), that are triggered by different ally combinations are treated as different Resonance Arts and can be included in the same chain.

Switch the Slave to extend the chain

Because the same Resonance Art cannot be used twice during a chain, the chain may not continue long depending on which linked allies you have. In such cases, use Slave switching. Doing so increases the range of available Resonance Arts and makes it easier to continue the chain.

However, that operation is somewhat difficult: while the Resonance Art is activating you must quickly perform Slave switch → art/skill input. Of course, you also need to remember which Resonance Arts can be used with the new Slave. First get used to normal chains, then practice Slave switching.

It is OK to switch Slaves before the "Chain Chance!" indicator appears. However, if you change the controllable character, the chain will not continue.

*Aim for huge damage with a Mystic Art

Every character has a powerful attack called a Mystic Art. This is an attack that can be activated during Over Limit and its power can surpass that of Resonance Arts. Using a Mystic Art ends Over Limit, so it's best to unleash a Resonance Art chain first, then use the Mystic Art as Over Limit is about to finish. To use this Mystic Art you must have learned the "Ougi" (Mystic Art).

There are Secret Mystic Arts. An Ougi refers to a skill learned on the second Lirial Orb. There are both weapon Ougis and magic Ougis, but other than the ability to activate a Secret Mystic Art, they differ from normal techniques in no way. Magic Ougis are likely to have their casting interrupted by Over Limits, so it is recommended to equip the skill "Limits Keep." Note that in playthroughs from the second time onward, you can activate Fusion Secret Mystic Arts (p.321).

• Secret Mystic Arts Rules

- While in Over Limits, if you hit with an Ougi and keep the button held down, you can activate a Secret Mystic Art
- Even if the enemy did not flinch from a secret technique (Kōtai) (p.041) when the special move hit, the hidden ultimate can still be activated.
- If the Art whiffs or is guarded, you cannot activate a Secret Art.
- After activating a Secret Art, the Overlimits ends.

If the activation of a Secret Art succeeds, that character's cut-in will be inserted, and a flashy effect will deal massive damage.

Allies other than the player-controlled character also form links.

Following the "Auto Link" setting in tactics, allies who act automatically also link with each other. You cannot tell on the screen which is the slave, but support effects are still properly applied. In addition, they may use Resonance Techniques, so if you want to trigger a Resonance Technique yourself, activate it as soon as the gauge fills.

Note that only when the gauge has filled to the fifth level will allies who act automatically not use Resonance Techniques. However, if the player-controlled character is also set to auto, they may use Resonance Techniques and trigger an Overlimits.

When the player character summons a Link, the summoner becomes the master; however, if allies move automatically, the summoner becomes the slave.

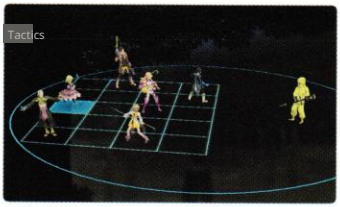
Understand ally and enemy actions

Friend and Enemy

Allies act according to the directives set in "Tactics," and enemies have characteristic fighting styl
es depending on their type. Don't limit yourself to the playable character—learn about both allies and enemies as w

Set allies' actions using Tactics.

Characters other than the playable character fight automatically by default, but you can set guidelines f or their behavior in the menu's "Tactics." For exampl e, for Jude, who excels at close combat, set "HP Cons umption" to "Endure as much as possible"; for Elise a nd Leia, who can use healing arts, set "Basic Actions" to "Prioritize healing support." Configure settings tha t make the most of each character's strengths.



"Change Formation" is at the start of battle
Place allies who are bet
ter at ranged support toward the rear. Decide each character's position. Those skilled in arts should be positioned accordingly.

Items that can be configured in tactics

Type	Description
Target	Set the criteria for which enemy to target.
Basic Actions	Decide whether to focus on offensive techniques, dedicate to healing, or stick to guarding. If you choose "Leave it to them," that character will fight in the style they are best at.
HP Consumption	Decide whether the character should move away from enemies when their HP gets low.
TP Consumption	Decide whether to refrain from using techniques when TP gets low.
Auto Link	Decide under what frequency/conditions to call for Links.
Instructions during Link	Decide what actions to take when acting as a Slave. If you choose "Leave it", that character will fight i n a style they excel at
Auto Item	Set whether that character will use Auto Items

*Set Auto Items and fight safely

If you progress the story up to Ilart Passage 4 (P. 168), you will be able to use Auto Items. This featur e makes allies automatically use items according to the priority and conditions you set. At first, the nu mber of items you can configure is five, but each ti me you clear a side event on the right and obtain a n "Item Ball Plus," the number increases by one, up to a maximum of eight.

Side events that grant an "Item Ball Plus"

Side event title	Timing of occurrence	
029 Travel Charm	▶P.332	Part 1 Karaha Shahl
044 Orange Soup	▶P.334	Part 2 Lacorum Seatop 【START】
【061 Kitaru Tribe's Secret Elixir】	▶P.338	Part 2 Liberry Rock Fields 6

Increase the priority of ite
ms that restore HP and revive from incapac
you can fight more safely.

Also, frequently restock item
s at the item shop and make use of auto-item
functions.

Enemies are divided into seven types; for example, Power-type enemies tend to use attacks that inflict stagger. If you target an enemy and hold down the R1 button, the icons from the table on the right will appear, so it's good to check the enemy's type there at the start of battle.

Among these, some enemies classified as boss types can trigger Overlimits. Additionally, some will use a Secret Art when a Special Art (Ōgi) hits them. Secret Arts are extremely powerful and should be avoided if possible. Enemies that enter Overlimit will be surrounded by light, and when they activate a Special Art they will be indicated by a red "!" mark; when you see these signs, move away from the enemy or fully restore HP to prepare for the Secret Art.

Enemy Types and Characteristics

Type	Features
Power	Frequently uses attacks that stagger or launch opponents
Speed	High movement speed
Guard	Tends to block attacks with guard often
Technique	None in particular
Magic	Frequently uses arts-based attacks
?? Strange	Can steal materials categorized as "Mystery" (P.023)
Boss	Opponents primarily fought in events. Stronger than other enemies

Try to keep as much distance as possible. If you don't, they may trigger a Secret Art. You can be guard-broken by their Special Art.

・Signal for the activation of a secret ultimate skill

Over Limit

Before ultimate activation

Some enemies use items.

Some enemies will use items like "Lemon Gummies" to restore HP. Because they can use items repeatedly, such fights tend to become long and troublesome. When facing these enemies, link with Leia and steal their items. If you succeed in stealing even once, that enemy will no longer be able to use items.

La·Sugar Heavy Infantry Humanoid enemies often use items.

Enemies with steel form do not flinch easily. Some enemies possess a "steel form," so they won't flinch when hit. To make them flinch, you must land consecutive attacks to break their steel form. When the steel form is about to break, the attack effect changes from blue to red, so use the color change as a cue to strike with a powerful attack. However, if you stop, the steel form will recover immediately, so do not overcommit. Also, when you attack repeatedly a blue "!" mark will appear above the enemy's head, and they may counterattack while in steel form. If you see the blue "!" mark, guard immediately. Note that some enemies that do not normally have a steel form may still perform this counterattack.

Steel-form related effects

Steel Form

Steel Body (About to Collapse)

A signal of counterattack clad in steel

Effects of Status and Attributes

Condition and Attribute

Changes in a character's condition or increases and decreases in damage due to attributes can greatly alter the course o
Check the characteristics of each condition and the mechanics of attributes so you can advance combat to your advanta

Quickly cure detrimental conditions

When hit by certain attacks or techniques, a character may suf fer status ailments or condition changes. Except for condition cha nges that raise stats, most of these work against you in battle, so refer to the treatment methods on the right page and cure them immediately.

You can tell if a character has a status ailment or condition chang e by the status display at the bottom of the screen or by looking above the character's head. Icons for the statuses appear in the s tatus display below, and effects are shown above the head.

Characteristics of status ailments and condition changes

- Status ailments occur when specific attacks are received . They do not recover over time and their effects remain even after battle.
- Allied attacks cannot inflict status abnormalities (cannot in flict status abnormalities on enemies)
- Some status changes are caused by elemental attac
- ks (P.044). The mechanism by which status changes occ ur is described on P.046, but basically, receiving repeated attacks of the same element makes them more likely to occur.
- Status changes that increase or decrease stats are caus ed by specific attacks or techniques.

Status Changes List (those that increase or decrease stats) 1 ※

Type	Effect
Physical Attack Up	Physical Attack increases
Physical Attack Down	Physical Attack decreases
Magic Attack Up	Magic Attack increases
Magic Attack Down	Magic Attack decreases
Physical Defense Up	Physical Defense increases
Physical Defense Down	Physical Defense decreases
Magic Defense Up	Magic Defense increases
Magic Defense decreases	

Note 1: These do not display an effect above the character's head; Physical Attack Down and Magic Attack Down do not occur on allies. Also, the duration of the effects is commonly 10

Status Abnormalities List

Type	Effect
Poison	Deals damage equal to 2% of maximum HP per second.
Mental Contami	TP decreases by 2% of maxi mum TP per second
Arts/Skill Seal	Unable to use arts or skills
X Skill Seal	Skill effects are not activated
Resonance No	Links are released and cann ot be linked (2)※
Petrification	Unable to take any action Becomes unable to take any action

※2: When not linked, cannot be affected by Resonance.

Status Changes List (those caused by elements) Note 3

Type	Element	Effect
Inflammation	Fire	For 5 seconds, take dam age equal to 1.5% of ma ximum HP approximately every 0.5 seconds
Paralysis	Wind	For 5 seconds, there is a 50% chance that attacks will be interrupted
Weighty	Earth	For 7 seconds, moveme nt speed is reduced to h alf, and jumping and stepping also become sl
Debilitation	Water	For 7 seconds, the maximum AC becomes half o value.
Horror	Read	For 10 seconds, the targ et becomes more prone to being stunned; if attac ked while stunned, the s tun will not recover. For 7 seco nds, they will act on thei r own and begin attacking allies.
Charm		

※3: The effect duration can be extended if certain conditions are met (p.046).

<translation>Can also be affected by special states

Besides status ailments and status changes, characters can be put into special states. There are eight types listed in the table below; among them, Incapacitated, Stun, and Instant Death work against you. Stun and Instant Death can also be caused by allies' attacks, and stunning an enemy creates a major attack opportunity, so don't miss it. In addition, you can create advantageous states using arts or items, so be sure to make use of them.

Judge it by this. There is no icon, so when stunned when stunned a star is displayed.

・List of special status effects ※

Type	Main trigger conditions	Effect
Unable to fight	A character's HP reaches 0	Cannot take any actions. The effect remains after battle
Fainting	Receive a specific attack	For 3 seconds, unable to act. If attacked while stunned, you immediately recover
Instant death	Receive a specific attack	Becomes incapacitated regardless of HP
Movement speed increase	Use Leia's skill "Quickness"	For 10 seconds, movement speed increases
Auto-revive	Use Elise's art "Revive"	Automatically revives upon incapacitation
Prevent abnorma	Use item "Liqueur Bottle"	Become immune to status ailments
Prevent status changes	Use item "Liqueur Bottle"	Become immune to status changes that work against you
Grant attribute	Use Leia's art "Fancy Elements"	For 30 seconds, the weapon's attribute changes

※ When an icon is present, while that state persists, the icon is displayed in the status area at the bottom of the screen.

Remember the methods to cure statuses

Although there are many types of status ailments and status changes, the methods of treatment are common. Whether it's poison or fear, it can be cured with a "Panacea Bottle." Even if you are affected by multiple statuses at once, they can be cured all together in one go. Note that some status changes raise your stats; these beneficial effects will not disappear when you perform a cure, so you can rest assured.

Main means to cure a character's status

Status	Curing methods
Status ailment/ Status change	Item: "Panacea Bottle"
	Jude's skill: "Healing Vent"
	Elise's art: "Recover"
	Elise's art: "Dispel"
Unable to fight	Item: "Life Bottle"
	Elise and Leia's art: "Raise Dead"

*Some statuses can recover faster

Status changes and stun caused by elemental attacks can recover more quickly by continuing specific actions. For example, fear recovers faster the more attacks you land. When recovering from harmful statuses, using items or arts that cure them is the quickest way, but if you don't have those or have low TP, use the actions listed in the right table to speed up recovery. In particular, stun cannot be recovered with items or arts, so when a controlled character is stunned, mash the button(s) to recover them.

・How to Quickly Recover a Character's Status

Type	Method
Burning	Keep free-running
Paralysis	Wait in place
Heavy	Jump
Weakness	Keep guarding
Fear	Land an attack
Charm	Press a button (any button)
Stun	Press a button (any button)

Damage varies depending on attributes

Attributes affect the damage dealt. There are six attributes as shown on the right: the damage will increase or decrease depe nding on the durability rate (resistance) of the attacking side's at tribute and the defending side's attribute. For example, if the att ack attribute is Fire and the opponent's Fire resistance is 70%, th e damage will drop to 0.7 times normal; if it is 140%, it will rise t o 1.4 times. When you hit an attack against a resisted attribute, " REDUCE!" will be displayed; when you strike a weakness, "WEAK! " will be displayed, so remember that. Also, you can check enem y attribute resistance rates from p.452 onward.

Basic rules of attributes

- There are six attributes: Fire, Water, Wind, Earth, Light, and Dark. ◆ For each attack method, the attack attribute is fixed (for example, Wind Lance is Wind attribute)
- Attacks that have no attribute are called non-attribute
- Each enemy has a set resistance rate for each attribute. All ies' rates can be changed by equipment and skills
- If the attribute is Fire, attribute-based attacks can cause s pecific status effects such as burning

You can also change an ally's attributes

Allies originally have neither weaknesses nor resi stances to attributes, but you can grant attribute re sistance through armor, accessories, and skills. For example, if you set the skill "Aqua Guard," damage taken from Water attribute attacks can be reduced to 70% of the original amount.

Also, some of the weapons used by allies have attributes There is also this. Furthermore, by using Reia's spell "Fancy Ele ments," it is possible to change a weapon's attribute. When a weapon has an attribute, the weapon's attribute is applied to " normal attacks" and "non-attribute techniques." Note that eve n if you change attack attributes with weapons or spells, reson ant techniques, mystic artes, and techniques that originally ha ve attributes will not have their attributes changed.

If defense is high, damage is absorbed

Although rare, some enemies absorb attacks of spe cific attributes, restoring HP equal to the damage that should have been dealt. Moreover, attacks that are a bsorbed do not cause flinching, which makes it more l ikely to receive counterattacks. If an enemy has an att ribute that it absorbs, do not use attacks of that attrib ute. Also, as shown on the right, allies can absorb attri butes too. Many accessories greatly increase attribute resistance, so equip them if you aim to absorb.

■ About absorbing attribute attacks

- When an attack hits, "REDUCE!" is displayed
- No damage is taken, and HP is restored
- The attacker does not flinch from the absorbed attack
- The status changes caused by that attrib
- ute do not occur Allies can also absorb that attribute if t heir attribute resistance is +101~200%. The higher the value, the greater the a

There are attacks that have multiple attributes

Some attacks have multiple attributes. For example, Mira's spell "Vanish Volt" has fire and wind attributes, and the resonant techni que "Guardian Ice Spear Formation" has water and earth attribute s. The damage from such attacks is affected by the durability rates for both attributes. It is affected. The damage is calculated by applying the respectiv e durability corrections for each attribute, summing them, and t aking half of that value as the actual damage. Because multiple attributes are involved, these attacks tend to have relatively stable damage withou

Example damage for an attack with multiple attributes (when attacking with "Vanish Volt" which has fire and wind attributes)

Enemy Name	Enemy attribute durability rate		Damage increase/decrease
	Fire	Wind	
Leaf Mandr	150%	100%	Since it is "(Fire attribute 150% + Wind attribute 100%) ÷ 2", the damage is 125%
Voltewolf	50%	50%	Since it is "(Fire attribute 50% + Wind attribute 50%) ÷ 2", the damage is 50%
Bat	150%	50%	Since it is "(Fire attribute 150% + Wind attribute 50%) ÷ 2", the damage is 100%

Battle-related Formulas

Battle Calculating Formula

Damage, the probability of status effects occurring, and similar outcomes are each determined by their own specific formulas. Basically, you only need to know which elements are involved, but if you want to master combat

Check how damage is calculated

Attacks are divided into two types: physical and magical, and t he stats and modifiers that affect damage differ for each. There are many attack methods, but as a rule of thumb you can consid er normal attacks and techniques as physical attacks, and spells as ma

However, some spells and techniques have da mage influenced by both physical and magical fa ctors. For example, Jude's "Han'yōjin" has a physi cal:magical ratio of "64", meaning 60% of its dam age is calculated as physical and 40% as magical. You can check these details in the character ana lysis and technique data starting on p.050.

Even for a single technique, the physical-to-magical ratio may vary depending on the action. For example, for "Majin Fist" the punch is purely physical, while the sh

How damage is calculated※

Damage = (Base physical attack damage × Physical attack ratio) + (Base magical attack damage × Magical attack ratio)

Base Damage = 【(Own Attack + A Substatus Correction) × B Power × {Own Level ÷ (Own Level + 100) ×100 + Attack Type Correction} ÷ Opponent's Defense + 25】 × Critical Correction × Back Attack Correction F × Free Run Correction × G Elemental Correction × Guard Correction × Down Correction × Consecutive Use Correction × K Random Correction

A Substatus Correction
If a substatus is assigned to the skill, substitute 15% o f that status value

B Power
Power of each skill/technique. See p.056 and following for details

C Attack Type Correction
For physical attacks, use 8; for magical attacks, use 12

D Critical Correction
When a critical occurs, assign 1.5–2.5 to physical attacks and 2.0–3.0 to magic attacks.

E Back Attac
If an attack hits the opponent from behind, assign 1.1–1.3 to physical attacks. Magic attacks are not affected by this adjustment.

F Freerun adjustment
If an attack lands while the target is free-running, substitute 1.2

G Elemental Correction
When performing an elemental attack, damage varies acc ording to the opponent's elemental resistance rate (for e xample, if fire attribute is 80, fire attacks are 0.8×)

H Guard Correction
If an attack is guarded, assign 0.4 to physical attacks; if it is m agic-guarded, assign 0.25 to magic attacks.

■ Down Adjustment
If the opponent is down, assign 0.2.

■ Consecutive Use Adjustment
When the same skill is used consecutively during a link, da mage decreases by 10 each time (minimum 50%). See the table below for details.

Number of Uses	Damage	Number of Uses	Damage
1st time	100%	5th time	65.6%
2nd time	90%	6th time	59%
3rd time	81%	7th time	53.1%
4th time	72.9%	From the 8th time onward	50%

K Random modifier
For physical attacks, substitute 0.9–1.1; for magical attacks, substitute 0.8–1.2

※ For base damage: for physical attacks, "Attack" uses physical attack power and "Defense" uses physical defense. For magical attacks, use magical attack power and m

How to break guard or steel body

The mechanism by which guards and armor break is related to a "Break Value." When an attack lands, the guard durability and armor value decrease by the same amount as the Break Value, and when they reach 0, the guard or armor breaks. They will break. An ally's Steel Value can be calculated as "Level + 25" but do not rely on this because enemies' Break Values are high. Refer to p.452 and following for enemies' Steel Values.

• How to calculate Break Value

Break Value = Base Break Value per A attack × (1 + own Strength ÷ 500) × B rear attack modifier

Base Break Value per A attack
Normal attacks are 1 except in some cases. For arts/techniques, refer to p.056 and following.

B Back Attack Adjustment
If you hit the opponent from behind, use 1.5

• How to calculate Guard Durability Value

Guard Durability Value = A Base Durability × (1 + own Vitality ÷ 500)

A Base Durability
All allies have 10. Most enemies also have 10, but guard-type enemies and bosses can have 20 or more.

Mechanics of How Various Statuses Occur

The probability of status ailments and stun is determined for each attack, and the following modifiers are applied. In simple terms, the higher an ally's Mind, the less likely they are to suffer a status ailment, and the higher the attacker's Dexterity, the more likely a stun will occur. Status changes are somewhat special: each time an elemental attack hits, the following "status change points" are added per element.

When the total reaches 100, it becomes that attribute's status change. If the linked action that causes the status change pushes the points over 100, the effect duration is extended, and if it accumulates to the maximum of 200, the effect becomes doubled. This mechanism applies equally to enemies and allies, and points do not decrease until a status change occurs. Allies' points remain after battle but can be restored by staying at an inn. Calculation method for the chance of fainting

• Calculation method for status ailment※ occurrence rate

Status Abnormality Occurrence Rate=
Base Occurrence Rate A (Ally Spirit - Enemy Dexterity) ÷ 10

A basic incidence rate
The occurrence rate varies for each attack

※ It will not fall to less than half of the base occurrence rate.

Stun occurrence rate=
A base occurrence rate × (1 + your DEX ÷ 1000)

A basic incidence rate
Set only for specific attacks, with the occurrence rate varying for each attack. See page P.054 onward for ally attacks.

Method for Calculating Status Change Points

Status Change Points = {A Base Points × (1 + Own Intelligence ÷ 200) × (Target's Spirit ÷ 100)} × B Target Elemental Resistance Rate ÷ 100 × Status Change Durability × C Critical Modifier × Back Attack Modifier × Guard Modifier

A Base Points
Varies by attack: per hit, normal attacks are 2, skills are 3, magic arts are 6.5, and most resonant arts/techniques are 5.

B Target Elemental Resistance Rate
Allies' initial value is 100, but it can increase or decrease by skills and equipment. Enemies differ per individual—see p.452 and following pages.

C Status Change Durability
Most allies and enemies have a value of 1, but bosses often have 0.25, making them harder to inflict status changes on.

C Critical Correction
Use 1.5–2.5 when a critical occurs.

E Back Attack Adjustment
Use 1.3–1.5 when attacking the target from behind.

F Guard Adjustment
If an attack is guarded, assign the value 0.25

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Online Service

By using the PlayStation®Store, you can enjoy downloadable content. The variety ranges fr
om items useful for adventures to outfits that adorn characters.

Make your adventure more enjoyable with downloadable content!

The types of downloadable content for this title are very a bundant, and some items can only be obtained here. In part icular, most of the characters' costumes are original to the d ownloadable content. In the data section of this book, this Photos of outfits and attachments are also shown (p.425) , so take a look and find the ones you want. Note that do wnloadable content can be used on different save data a s long as it is the same account.

・Downloadable Content List (Data as of September 5, 2011)

Name	Price	Content
"15th Anniversary" Costume Set	※1	Attachment: Jude "Kres" Longsword / Personal: Jude "Kres" Hairstyle, Jude "Kres" Costume, Mila "Stan" Hairstyle, Mila "Stan" Costume
"Tales of Exilia" Custom Theme	※1	Custom Theme: "Tales of Exilia"
Mila "Songstress" Costume	※2	Attachment: Mila "Songstress" Bunny Ears, Mila "Songstress" Microphone / Personal: Mila "Songstress" Hairstyle, Mila "Songstress" Costume
Jude "Stardriver" Costume	500 yen	Personal: Jude "Stadora" hairstyle, Jude "Stadora" outfit
Mila "Stadora" outfit	500 yen	Attachment: Mila "Stadora" mask/ Personal Mila "Stadora" hairstyle, Mila "Stadora" outfit
Alvin "Stadora" outfit	500 yen	Attachment: Alvin "Stadora" mask/ Personal: Alvin "Studra" Hairstyle Alvin "Studra" Costume
Elise "Stadora" outfit	500 yen	Attachment: Elise "Studra" Mask/ Personal: Elise "Studra" Hairstyle, Elise "Studra" Costume
Rowen "Stadora" outfit	500 yen	Attachment: Rowen "Studra" Mask, Rowen "Studra" Eyepatch/ Personal: Rowen "Studra" Hairstyle, Rowen "Studra" Costume
Leia "Stadora" outfit	500 yen	Personal: Leia "Stardriver" hairstyle, Leia "Stardriver" outfit
"Tales of Xillia × "STAR DRIVER Kagayaki no Takuto" Collaboration Custom Theme	※3	Custom theme: "Tales of Xillia × STAR DRIVER: The Radiant Tatak" (Tales of Xillia × STAR DRIVER: Kagayaki no Tact)
"Color Variation" Costume Set	Free	Personal Jude "Color Variation" outfit, Milla "Color Variation" outfit, Alvin "Color Variation" outfit, Elise "Color Variation" outfit, Rowen "Color Variation" outfit, Leia "Color Variation" outfit, Leia "Color Variation" hairstyle
Tail Animal Set	100 yen	Attachment: drooping cat ears, drooping cat tail, drooping dog ears, drooping dog tail, drooping rabbit ears, drooping rabbit tail
Protagonist's Sword Set	100 yen	Attachment: Asbel's sword, Yuri's sword, Luke's sword
Adventure Helpful Set	Free	Items: Apple Gummy ×3, Orange Gummy ×3, Life Bottle ×3, Banashia Bottle ×3
7-type material set	Free	Materials: Silver Ore ×3, Sturdy Vine ×3, Hard Scale ×3, Broken Fang ×3, Fine Fluff ×3, Poison Needle ×3, Snow-colored Pompon ×1
Adventure Start Support Fund	Free	Gald: 1000 Gald
Travel Companion Cooking Set	Free	Cooking: Sandwich (Normal), Purin Bread (Normal), Cider Rice (Normal)
Growth Promotion! Red Herb Set	¥200 Red	Items: Red Sage ×10, Red Savory ×10, Red Rosemary ×10, Lavender ×10, Red Verbena ×10, Red Chamomile ×10, Red Basil ×10, Red Saffron ×10, Red Jasmine ×10
Level Up +5 (1)	¥300	Increases the level of all allies' Lirial Orbs by +5
Level Up +5 (2)	¥300	Increases the level of all allies' Lirial Orbs by +5

*1: Product code (first-time bonus). *2: Product code (included bonus in the limited production edition of Ayumi Hamasaki MINI ALBUM "FIVE").
※3 Downloadable after purchasing all six "Stadora" costumes.

• Downloadable Content List (continued)

Name	Price	Content
Level Up +10 (1)	¥450	Increases the Lilial Orb level of all allies by +10
300,000 Gald (1)	¥450	Gald: 300,000 Gald
300,000 Gald (2)	¥450	Gald: 300,000 Gald
Mira "The Idolmaster 2" Costume	300 yen	Attachment: Mira "The Idolmaster 2" Headband/ Personal: Mira "The Idolmaster 2" Hairstyle, Mira "The Idolmaster 2" Costume
Elise "The Idolmaster 2" Costume	300 yen	Personal: Elise "The Idolmaster 2" Hairstyle, Elise "The Idolmaster 2" Costume
Leia "The Idolmaster 2" Costume	300 yen	Personal: Leia "The Idolmaster 2" Hairstyle, Leia "The Idolmaster 2" Costume
"Tales of Exilia × The Idolmaster 2" Collaboration Custom Theme	※4	Custom Theme: "Tales of Exilia × The Idolmaster 2"
Jude "Swimsuit" Costume	300 yen	Attachment: Jude "Swimsuit" Snorkel, Jude "Swimsuit" Goggles/ Personal: Jude "Swimsuit" Hairstyle, Jude "Swimsuit" Costume
Mira "Swimsuit" Outfit	300 yen	Attachment: Mira "Swimsuit" Hat / Personal: Mira "Swimsuit" Hairstyle, Mira "Swimsuit" Outfit
Alvin "Swimsuit" Outfit	300 yen	Attachment: Alvin "Swimsuit" Wristwatch / Personal: Alvin "Swimsuit" Hairstyle, Alvin "Swimsuit" Outfit
Elise "Swimsuit" Outfit	300 yen	Attachment: Elise "Swimsuit" Float Ring, Elise "Swimsuit" Myu Doll / Personal: Elise "Swimsuit" Hairstyle, Elise "Swimsuit" Outfit
Roen "Swimsuit" Outfit	300 yen	Attachment: Roen "Swimsuit" Diving Helmet / Personal: Roen "Swimsuit" Hairstyle, Roen "Swimsuit" Outfit
Leia "Swimsuit" Costume	300 yen	Attachment: Leia "Swimsuit" Cap/ Personal: Leia "Swimsuit" Hairstyle, Leia "Swimsuit" Costume
Level Up +5 (3)	300 yen	Increase the level of all allies' Lリアル Orbs by +5
Level Up +5 (4)	300 yen	Increase the level of all allies' Lリアル Orbs by +5
Level Up +10 (2)	¥450	Increase the level of all allies' Lリアル Orbs by +10
300,000 Gald (3)	¥450	Gald: 300,000 Gald
Jude "Butler" Costume	300 yen	Personal: Jude "Butler" Hairstyle, Jude "Butler" Costume
Mira "Maid" Outfit	300 yen	Attachment: Mira "Maid" Kachusha/ Personal: Mira "Maid" Hairstyle, Mira "Maid" Outfit
Alvin "Butler" Outfit	300 yen	Personal Alvin "Butler" hairstyle, Alvin "Butler" outfit
Elise "Maid" Outfit	300 yen	Attachment: Elise "Maid" cap/ Personal Elise "Maid" hairstyle, Elise "Maid" outfit
Rowen "Butler" Outfit	300 yen	Personal: Lowen "Butler" hairstyle, Lowen "Butler" outfit
Leia "Maid" Outfit	300 yen	Attachment: Leia "Maid" headband/ Personal: Leia "Maid" hairstyle, Leia "Maid" outfit
Bangs Set	100 yen	Attachment: Front bangs (right) Front bangs (left), Front bangs (EGG), Straight-across bangs(/) Personal: Jude "Hat" hairstyle, Mira "Hat" hairstyle, Alvin "Hat" hairstyle, "Elise "Hat" hairstyle, Lowen "Hat" hairstyle, Leia "Hat" hairstyle
Tippol Doll Set	100 yen	Attachment: Tipo doll (left arm), Tibo doll (right leg), Tibo doll (head)
Original Hat Set	100 yen	Attachment: Jude-exclusive hat, Mira-exclusive hat, Alvin-exclusive hat, Elise-exclusive hat, Lowen-exclusive hat, Leia-exclusive hat/ Personal Jude "Hat" hairstyle, Mira "Hat" hairstyle, Alvin "Hat" hairstyle, "Elise "Hat" hairstyle Lowen "Hat" hairstyle, Leia "Hat" hairstyle
"Jude "Academy" outfit	300 yen	Attachment: Jude "Academy" glasses/ Personal Jude "Academy" hairstyle, Jude "Academy" outfit
"Mira "Academy" outfit	300 yen	Personal: Mira "School" Hairstyle, Mira "School" Outfit
Alvin "School" Outfit	300 yen	Attachment: Alvin "School" Glasses/ Personal: Alvin "School" Hairstyle, Alvin "School" Outfit
"Elise "School" Outfit	300 yen	Attachment: Elise "School" Hat, Elise "School" Backpack/ Personal: Elise "School" Hairstyle, Elise "School" Outfit
Rowen "School" Outfit	300 yen	Attachment: Rowen "School" Glasses, Rowen "School" Hat/ Personal: Rowen "School" Hairstyle, Rowen "School" Outfit
Leia "School" Outfit	300 yen	Attachment: Leia "School" Glasses/Personal: Leia "School" Hairstyle, Leia "School" Outfit
Jude "Rion" Outfit	300 yen	Attachment: Jude "Rion" Earrings/ Personal: Jude "Leon" hairstyle, Jude "Leon" outfit
Mira "Daos" Outfit	300 yen	Personal: Mira "Daos" hairstyle, Mira "Daos" outfit
Alvin "Kratos" Outfit	300 yen	Personal: Alvin "Kratos" hairstyle, Alvin "Kratos" outfit
Elise "Mint" outfit	300 yen	Attachment: Elise "Mint" cap/ Personal Elise "Mint" hairstyle, Elise "Mint" outfit
Rowen "Barbatos" outfit	300 yen	Personal: Rowen "Barbatos" hairstyle, Rowen "Barbatos" outfit
Leia "Fara" outfit	300 yen	Personal: Leia "Fara" hairstyle, Leia "Fara" outfit

*4: Downloadable if you purchase all three "iM@S 2" outfits.

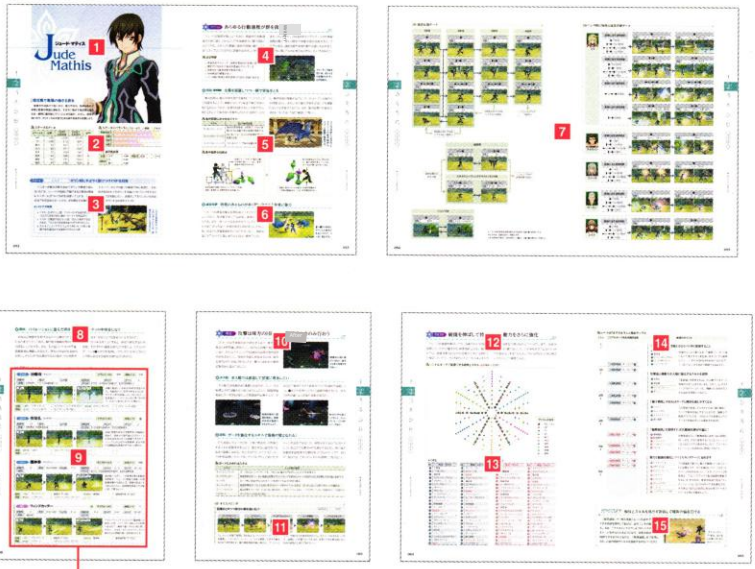
2
Character

Character Analysis

Character Analysis

For each of the six characters, the page lists status and action characteristics, as wel▸as data for n ormal attacks and techniques. It also covers recommended combos and development strategies.

How to Read the Character Pages



1 Character
The character's name and appearance.

2 Status
This explains the status of that character. The details of each data item are as follows.

Status data... Status when fully unlocking the initial state and the 1st and 2nd Re:Real Orbs. Ratings are expressed in six tiers: S > A > B > C > D > E
Status balance... Status including base stats and adjustments from equipment and skills
Equippable weapons and armor: the weapons and armor that the character can equip

3 Support
Explanation of special actions performed when Slave (P.036).

4 Actions
Explains the main features during combat.

5 Traits
Explanation of special actions that only that character can perform.

6 Normal Attack
Explains the main features of normal attacks.

7 Normal Attack Data
The images and input methods for standard attacks, as well as their characteristics and links, are shown. Also, special standard attacks that Jude and Mira can perform during a pincer attack while linked are included. See the diagrams for the characteristics.

8 Techniques
Explains the main features of arts and techniques.

9 Technique Data
Lists the arts and techniques that the character learns in the order they appear on the menu's "Arts / Techniques" screen. Techniques that do not appear on the menu are listed immediately after their base techniques.

10 Tactics
Explains the main ways of fighting during combat and related details.

11 Recommended Combos
Recommended combos are introduced, with guidelines for the required AC and approximate hit counts, and explanations of the combo steps and tips. Note that the term "Any 'Attack'" means you may perform any attack you like, or you may choose to proceed on any attack at all.

12 Development Policy
Explains the main way to develop that character.

13 Liliar Orb
The techniques and skills that the character can learn with the Lirial Orb correspond to the numbers in the diagrams and tables.

14 Recommended Training Samples
This section introduces the arts/techniques and skills you should learn at each level range for character development. Note that numbers such as correspond to 3. 15 ANOTHER

15
Explains examples of learning arts/techniques and skills that differ from the recommended training examples.

16 types
Types of arts and techniques.

17 Technique Names
The name of the technique.

18 Attributes
The attribute attached to that skill.

19 Substatus / Casting Time
Substatuses that affect the damage dealt by that skill (P.031). For spirit magic, the casting time required until activation is listed.

20 Release Node
Indicates the Release Node of the Lillial Orb where that skill can be learned. The numbers correspond to the country entries for each character.

21 Performance
The performance of that skill. The meanings of each item are as follows:

TP Cost... The TP consumed when using that skill
Power... The power when hits land, summed over the number of hits. Incidentally, the power of a normal attack is 100
Hit Count... The base number of hits for that skill. It may increase or decrease depending on the enemy's size
Physical/Magical Ratio... Indicates how much the power of that skill is influenced by physical attack power and magical attack power respectively. For example, if it shows "73", physical attack power affects 70% and magical attack power affects 30% See P.04
Break... The break value when hits land, summed over the number of hits (P.046)
Gauge: The amount the Resonance Technique Gauge (p. 037) increases when hit by the number of hits

22 Characteristics
This lists the characteristics of the technique, such as the amount of HP recovered. The meanings of each characteristic are as follows.

Float ····· • Knock the struck enemy upward
Down ····· • Knock the struck enemy down
Rewake ····· • If it hits a downed enemy, it deals damage and makes them stand up
Pull-in ····· • Pull the struck enemy toward the direction of the character who used the technique
Enemy reversal ····· • Spin the struck enemy to change their facing
Stun ····· (Chance in parentheses to stun)
Guard break ····· Negates guard
Guard & Steel-body ····· Negates guard and steel-body
Phase through ····· Collision detection between characters, including enemies and allies is disabled
Guaranteed hit ····· • Always hits
Invincible immediately after activation: The user becomes invincible right after performing the technique

23 Count
Changes that occur based on the number of times that technique is used. When the number of uses of that technique reaches the value shown in 【】, the described change occurs.

24 Technique image
The image of the technique. Variations that change during aerial activation, trait switching Tivol, post-technique tuning, the skill "Second Arts," or "Second Arts 2" are shown separately.

25 Technique description
Explains the main ways to use that technique.

26 Resonant techniques
Combine that technique with other characters' techniques to unleash
Indicates a resonant technique in motion.

Jude Mathis

Jude Mathis

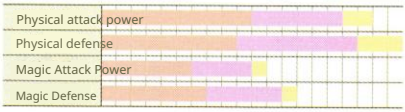
Boasts unparalleled strength in close combat

In addition to exceptionally high agility, strength, endurance, and spirit, he is also elevated, excelling in both offense and defense. With swift movements, they can focus on close-quarters combat and defeat enemies instantly. However, dexterity is low, so when aiming for a critical hit, attack from the enemy's rear.

Status data

Initial status		When the first page is fully unlocked	When the second card is fully unlocked	Rating
HP	430	2226	4709	A
TP	100	218	381	D
Strength	54	440	975	A
Stamina	42	371	828	B
Intellect	37	269	590	E
Spirit	44	396	883	B
Agility	60	481	1063	S
Dexterity	43	288	628	D

Status balance Status(Equipment Skill)



▶ Equipable Weapons/Armor

Weapon Gauntlets ▶ P.399
Head Armor Hat ▶ P.407
Body Armor Light Armor ▶ P.413
▶ P.408

Support Restore

Quickly rushes over when downed to restore HP

When the Master takes an enemy attack and is downed or incapacitated, if Jude is able to act freely he will immediately approach the Master and restore HP. This support is useful in any situation, but is particularly effective against power-type enemies that frequently use knockback attacks.

However, if you recover before falling down after being knocked back, Restore will not activate. If you want Jude to heal you, it's recommended to intentionally go down.

Features of Restore

- When the Master is downed, restores approximately 15% of the Master's maximum HP (20% if the enemy is a power type). When the Master is incapacitated, has a 50% chance to revive them. The amount restored at that time is about 15% of maximum HP. ◆ When the skill "Restore Plus" (P.146) is equipped, the chance to revive each time increases to 100%.

Jude during Restore activation
There is almost no chanc
e of being harmed. They do not flinch, so they ar

Action! All movement speeds are exceptionally fast

Jude also has high agility, so his movement speed during battle is extremely fast, allowing him to run freely throughout the battle area. His steps excel in both distance and speed, and the skill "Step Long" can further extend the distance.

Also, his backstep has a longer invincibility period than other characters, with invincibility lasting until the end of the move. Many of his normal attacks and techniques are quick in execution, making his mobility unmatched.

Main Features

- Movement speed, steps, and various attack actions are extremely fast
- There is a wide variety of techniques with added elemental attribut
- Many normal attacks and techniques have distinctive characteristic
- There are many types of Resonance Techniques
- When linked, he can unleash a special normal attack (P.055)

If you move around with freerun, you can avoid most attacks.

*Trait: Focused Evasion — Evade attacks and instantly get behind the enemy

Focused Evasion is performed by backstepping to dodge an enemy attack at the last moment, becoming temporarily invulnerable while rapidly moving to the enemy's rear. Not only does it evade the attack, but by circling around you can launch an attack from behind. However,

Note that the focused evasion activates only against attacks from the enemy you are targeting — it will not trigger when evading attacks from other enemies. For the detailed mechanics of focused evasion, please refer to the diagram below.

Skills related to Focused Evasion

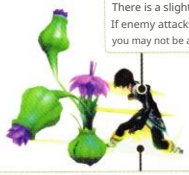
Skill	Effect when equipped
Concentration Concentration 2 Concentration 3 — Focused Evasion activates on a front step	After Focused Evasion is triggered, if you are attacked while guarding within 5 seconds, Focused Evasion will automatically activate. The duration of Concentration's [illegible] extended by 2 seconds.

It activates the moment the input is made. Concentration evasion during a step can be done with skills that enable a front

• Mechanics of Focused Evasion

If an enemy attack overlaps the spot Jude was standing immediately before, the Focused Evasion check is performed.

Concentration evasion activates upon landing from a backstep. If you are hit before landing, it will not activate.



There is a slight vulnerability after concentration evasion. If enemy attacks overlap, you may not be able to guard in time.

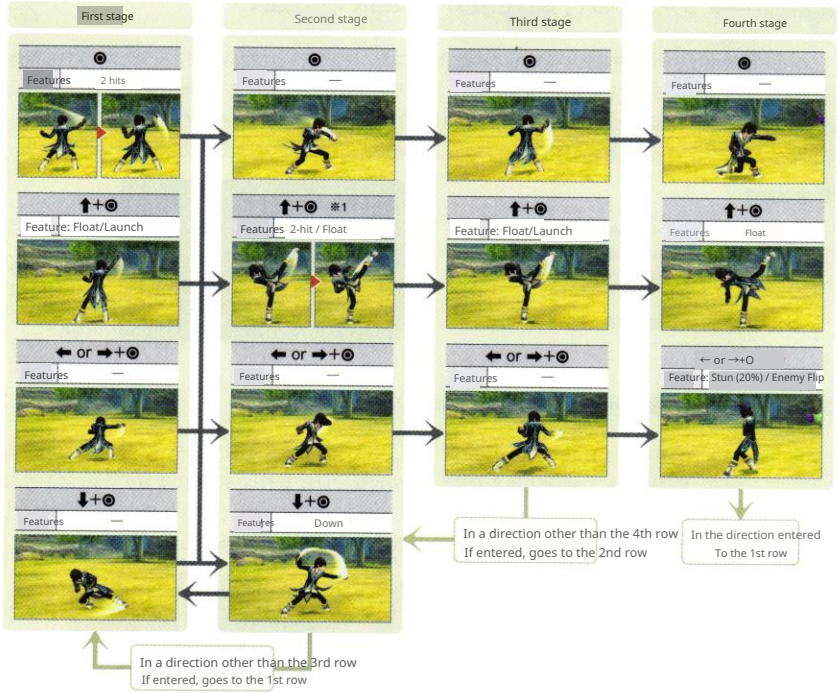
When activated, you rapidly move to the target's rear. During this time you are invincible and take no damage.

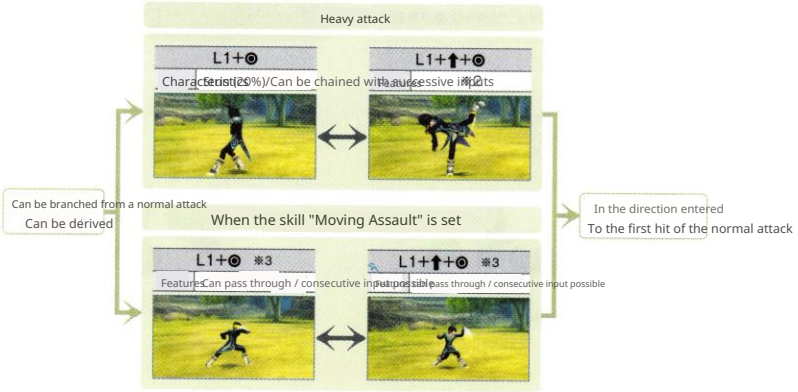
*Normal attacks: Many have distinctive traits and are very powerful when used selectively

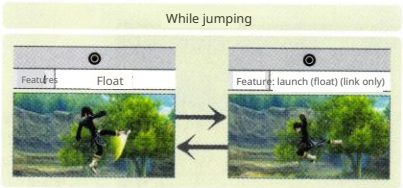
Jude's normal attacks have very little recovery before and after the and come out quickly, so even strong attacks can be chained to hit continuously. Also, many have distinctive properties, such as two-hit moves or attacks that bring down and then raise a downed enemy. Furthermore, their attack range is wider and easier to land than they appear, so normal attacks alone are excellent enough to hold their own against enemies.

↑+C The first paragraph of の1段目は Revives downed enemies, making it useful for So it helps get them up, and is valuable in combos.

Normal Attack Data




Heavy attack
L1+⊙
Characteristics: Stun (20%)/Can be chained with successive inputs
L1+↑+⊙ ※2
Features Can be chained with successive inputs
Can be branched from a normal attack
Can be derived
When the skill "Moving Assault" is set
L1+⊙ ※3
Features Can pass through / consecutive input possible
L1+↑+⊙ ※3
Features Can pass through / consecutive input possible
In the direction entered
To the first hit of the normal attack



※1: When linked, the state allows performing a special attack during a jump. (Becomes a launching attack.)
※2: Float/ Stun (20%)/ Can be input consecutively.
※3: Action when facing right. When facing left, the actions for L1+ and L1++ are swapped.

Special normal attack data during link

Mira

Immediately preceding normal attack

- ⊙ (1st hit)
- ↑+⊙ (1 or 3rd hit)
- ← or → + ⊙ (2 or 3rd hit)
- ↓ + ⊙ (1 or 3rd hit)

Features: 2 hits/ Float/ Enemy flip

Features: 2 hits/ Stun (25%)

Immediately preceding normal attack

- ⊙ (1 or 3rd hit)
- ↑ + ⊙ (1st hit)
- ← or → + ⊙ ■ (1 or 3rd hit)
- ↓ + ⊙ (1st hit)

Features: 3-hit / juggle

Features: 2-hit / Float

Immediately preceding normal attack

← or → + ⊙ (3rd hit)

Features: 4-hit

Features: Float

Immediately preceding normal attack

↓ + ⊙ (2nd hit)

Feature: 3-hit / juggle / knock-up / enemy flip

Features: 2 hits/launch/stun (20%)

Alvin

Immediately preceding normal attack

- ⊙ (1st hit)
- ↑ + ⊙ (1st or 3rd hit)
- ← or → + ⊙ (1st or 3rd hit)
- ↓ + ⊙ (1st hit)

Features: 4 hits/launch

Features: Float

Elise

Immediately preceding normal attack

- ⊙ (1st hit)
- ↑+⊙ (1 or 3rd hit)
- <- or → + ⊙ (1st or 3rd hit)
- ↓+⊙ (1st hit)

Features: 4 hits/launch

Features: 2-hit / Float

Lowen

Immediately preceding normal attack

- ⊙ (1st hit)
- ↑+⊙ (1 or 3rd hit)
- ← or → + ⊙ (1st or 3rd hit)
- ↓+⊙ (1st hit)

Features: 2 hits

Features: 4 hits/launch

Leia

Immediately preceding normal attack

- ⊙ (1st hit)
- ↑ + ⊙ (1st or 3rd hit)
- ← or → + ⊙ (1 or 3rd hit)
- ↓+⊙ (1st hit)

Features: 2 hits

Features: Down

*Arts/Techniques: Serve as the party's core with a rich variety of arts and techniques

Techniques range from attacks that hit wide areas to ones imbued with elements, allowing you to handle situations regardless of the number or types of enemies. There are also many techniques with useful properties—such as causing launches, bypassing guards, or granting invincibility immediately upon activation. In addition, there are methods like "Healing Arts" that restore HP and those that cure status ailments.

You can also serve as a healer with the "Restoration Pore" that cures status changes

It is also a feature that setting specific skills changes the arts/techniques. To change each art/technique, hold down the button for "Second Arts," and for "With Mira," link with Mira and execute the corresponding art/technique.

| The术技 data (〈) indicates the performance when using the skill "Second Arts" and "Second Arts 2")

Martial Ba Healing Skill (Chukō) — Substatus: Spirit — Unlocked Nodes: Initial

TP Cost 5 | Power — | Hit Count — | Physical-Magic Ratio | Break — | Gauge [100/400] Ac

Characteristic HP recovery 3~7% ×2 〈number of recoveries +1〉 | Count — | tion Speed UP [200] Range Expansion Heals HP of you

rself and allies around you. The effect occurs immediately after activation, making it useful when you want to quickly restore HP. The healing amount is greater the closer you are to Jude, so try to use it close to allies whenever possible.

Resonance Mira: Round Edge > Spirit Medic (P.127) | Elise: Pixie Circle > Aid All (P.130)
Arts/Techniques: First Aid > Aid All (P.130) | — — | — —

Martial Ba Kaikikou (Recovery Vent) — Sub-status — — Unlocked Nodes 20

TP Cost 13 | Power — | Hit Count — | Physical/Magic Ratio | Break — | Gauge 0

Feature Status Abnormality/Status Change Recovery | Count [100] Action Speed UP [200] Area Expansion

Cures status abnormalities and status changes of the user and surrounding allies. Except for charm and petrification that render the user unable to act, recovery is immediate, so it is handy to equip Jude with accessories that pre

Resonance Elise: Recover > Recovery Heal (P.131) | — — | — —
Martial Art Technique — > — | — — | — —

Martial Ba Majin Fist (Majinken) — Sub-status — — Release Node Initial

TP Cost 6 | Power 204 〈289〉 Hit Count 2〈3〉 | Physical/Magic Ratio 7:3 | Break 2(3) | Gauge 20 <30>

Features — | Count 【100/200】 Range & Projectile Speed UP 【400】 Enemy Penetration

He raises his fist and launches a shockwave that travels a set distance. This is Jude's only ranged technique. It can of course be used as the starting point of an attack, and is particularly effective against enemies who excel in close co

Resonance Mira: Wind Lance > Zepu Blade (P.126) | Alvin Demon God Sword > Majin Renga Zan (P.129)
Technique: Splash > Splash Line (P.131) | — — | — —

Magic Te Wind Cutter — Sub-status — — Release Node ※

TP Cost 6 | Power 204 (323) Hit Count 2〈4〉 | Physical/Magic Ratio 6:4 | "Break 2(4) | Gauge 20 <40>

Characteristic <Enemy Inversion> | Count —

The skill "With Mira" modifies the technique "Majin Fist". It has a range equivalent to 2–3 steps, making it useful for keeping distant enemies at bay. When the skill "Second Arts" is set, a second, even longer-range shot can be fire

Resonance Mira: Wind Lance > Zepu Blade (P.126) | Alvin Demon God Sword > Majin Ren-Oh Slash (P.129)
Art/Technique Lowe6: Splash > Splash Line (P.131) | — — | — —

※ Set the skill "With Mira" (P.141) and link with Mira.

Martial Bo Sansanka (サザンカ) 地 Sub-status Agility Unlocked Nodes 1

TP Cost 9 Power 300 〈450〉 Hit Count 3〈4〉 Physical/Magical Ratio 10:0 Break 3〈4〉 Gauge 30〈40〉

Trait: Launches (Float) Count [200] Action Speed UP

A three-hit combo of punches and kicks. It has quick startup and little recovery before and after the attacks, and since it is performed while advancing, it is easy to incorporate into combos. When the skill "Second Arts" is equipped, an add

Resonance: Mira Locktry Genbu-san (P.127) Lowen Locktry Genbu-san (P.127)

Arts/Techniques Sansanka Rokusanka (六散華) (P.132) — — —

Magic Te Grave 地 Sub-status — Unlocked Nodes ※

TP Cost 9 Power 480〈780〉 Hit Count 3〈4〉 Physical-Magical Ratio 6:4 "Break 3〈4〉 Gauge 30〈40〉

Effect: Launch/Knock-up Count —

"Sansanka" transformed into a different technique. Along with a flurry of punches, stone pillars thrust upward. It has a fast startup and is easy to incorporate into combos; additionally, because it has launch and knock-up effects, it co

Resonance Mira Locktry > Genbu-san (P.127) Lowen Locktry Genbu-san (P.127)

Arts/Techniques Rokusanka (六散華) (P.132) — — —

Martial Bo Eishorai (Eishōrai) Sub-status — Unlocked Nodes 14

TP Cost 8 Power 200 Hit Count 1 Physical-Magical Ratio 10:0 Break 1 10 Gauge

Characteristic Physical Attack +30% / Knock-up / <Physical Defense +30%> Count [200] Action Speed UP [400] Effect +10%

While increasing physical attack power, it also attacks the surroundings with fighting spirit. Although its startup is slow, it has a knock-up effect, so you can raise physical attack power, knock up a downed enemy, and follow up with

Resonance Mira Burn Spread Flame Piercing Formation (P.128) Leia Sharpness Vait Reinforce (P.132)

Arts/Techniques — — — — —

Magic Te Aqua Protection Sub-status — Unlocked Nodes ※

TP Cost 8 Power 200 600 Hits 1〈3〉 Physical/Magic Ratio 6:4 Break 1 (3) Gauge 10〈30〉

Features — Count —

Generates water orbs that continually rotate around the user and deal damage to enemies they touch. The orbs can be placed up to six at the same time and, in addition to being incorporated into combos, are also useful as a de

Resonance Mira Burn Spread Flame Piercing Formation (P.128) Leia Sharpness Vait Reinforce (P.132)

Technique — — — — —

Martial Bo Shoteiha (掌底破) Sub-status Agility Unlocked Nodes 25

TP Consumption 7 (14) Power 300〈600〉 Hit Count 1〈2〉 Physical/Magical Ratio 10:0 Break 1 (2) Gauge 10 (20)

Trait — Break 10 (20) 10 (20)

Count 【100】 Action Speed UP 【200】 Stun (30%) Stun (50%)>

Step forward while driving a palm strike toward the front. Despite its high power, the overall motion is short, and if repeatedly used it can deal heavy damage in a short time. As the count increases, a stun effect is added, making

Resonance Mira Punish Volt Thunder Flash Fist (P.128) Mira Thunder Blade Thunder Flash Fist (P.128)

Technique Alvin Wide Shot Armor-Rejecting Palm Break (P.129) — — —

Magic Technique Flare Bomb

Sub-status — Unlocked Nodes ※

TP Cost 7〈14〉 | Power 90 (210) | Hit Count 1〈2〉 | Physical/Magical Ratio 6:4 | Break 1〈2〉 | Gauge 10〈20〉

Feature: <Down> | Count —

"A variation of 'Palm Strike' that slams a flame-clad palm down. There is little reco very before and after the attack, but its l ow power makes it hard to deal large da mage. Use the fast motion and fire attribute to aim for the

Resonance Mira Punish Volt → Thunder Flash Fist (P.128) | Mira Thunder Blade → Thunder Flash Fist (P.128)

Skill Alvin Wide Shot → Armor-Rejecting Palm Break (P.129) | — — | — —

Musō Technique: Jetpour Bubble (Tenhō)

Sub-status — Unlocked Nodes 24

TP Cost 16 | Power 240 | Hit Count 3 | "Physical/Magical ratio 10:0 Break 3 | Gauge 30

Feature: Down / Invincible immediately after activation | Count [200] Area expansion"

Circle around to the enemy's flank and tri p them with a sweep, causing a down. Yo u become invincible immediately after ac tivation, allowing you to evade enemy att acks while dealing damage. Additionally, it can hit with the s

Resonance: Alvin Tide Bullet → Tenryū Tsuiha Sen (P.129) | — —

Arts/Technique — → — | — — | — —

Martial Body Technique: Hien Renkaku (Flying Swallow Consecutive Kick)

Sub-status — Release Node 12

TP Cost 10 | Power 330 〈495〉 | Hit count 2〈3〉 | Physical/Magical Ratio 10:0 | Break | Gauge 20 <30>

Features — | Count [200] Action Speed UP [400] Launch

While jumping up, delivers a continuous spinning kick, and after the attack moves into the air. If performed repeatedly you can maintain height while attacking, so it is good to use as a means of attacking flying enemies.

Resonance Alvin Demon God Blazing Slash → Reflect Bombing (P.130) | — —

Skill — — → — | — — | — —

Martial B… Rengadan (Renge Bullet)

Sub-stat: Agility — Release Node 27

TP Cost 14 | Power 420 | Hit Count 5 | Physical/Magical Ratio 10:0 Break 5 | Gauge 50

Features — | Count [200] Action Speed UP

Delivers a five-hit combo of punches an d kicks. The attack animations are fast an d easy to incorporate into combos, and b ecause it has many hits, it also grants a l arge increase to the Resonance Art Gauge. It should be usef

Resonance Mira Assault Dance → Metsuzan Ran'ga (P.128) | — —

Arts/Techniques — → — | — — | — —

Martial Bo… Reppūken (Gale Fist)

(Wind) Sub-status — Unlocked Nodes 29

TP Cost 16 | Power 300 | Hit Count 3 | Physical/Magical Ratio 10:0 Break 3 Gauge 18

Trait: Launches opponent | Count [200] Status Change Points UP [400] Gauge +18

Spreads both arms and ascends while spinn ing. It comes out quickly and attacks in all di rections, so it can be used as an escape met hod when surrounded by multiple enemies. After the attack you move into the air, so fol low up with an aerial combo.

Resonance Mira Cyclone → Kiba Rensen-sai (P.127) | — —

Arts/Techniques — → — | — — | — —

※ Set the skill "With Mira" (P.141) and link with Mira.

Martial Body Type Arts

Lion War Roar (Shishi Senkō)

Sub-status — Stamina — Unlocked Nodes 45

TP Cost 14 | Power 400 | Hit Count 1 | Physical/Magical Ratio 10:0 | Break 1.5 | Gauge 10

Characteristic: Down

Count [200] Guard Break / Break +1.5

The technique releases a lion-shaped battle aura ahead, with high power; it greatly knocks back hit enemies and can knock them down. When the count exceeds 200, it becomes able to easily break guards and armored states, making it extremely powerful.

Resonance Technique: Elise Thibaut Battle Roar > Tipo the Beast (P.130) | Lowen Air Pressure > Lion Roar Explosive Formation (P.131)

Martial Body Type Arts

Round Dance Whirlwind Rondo Senpuu

Sub-status — Release Node 2

TP Cost 12 | Power 250 | Hit Count 1 | Physical/Magical Ratio 10:0 | Break 1 | Gauge 10

Trait: Pulling In

Count 【200/400】 Pull-in Distance UP

Step forward and unleash a wind-wreathed roundhouse kick. The attack range is wide enough to cover from your left to your rear-right, making it usable in situations from group fights to boss battles. It is easy to incorporate into combos

Resonance Arts/Techniques: Leia Scattered Sand Rain > Sealed Dance Dharma (P.132)

Martial Body Type Arts

Hiden Shouku (Hiden Shouku)

Sub-status — Unlocked Nodes 56

TP Cost 15 | Power 350 | Hit Count 1 | Physical/Magic Ratio 10:0 | Break 1 | Gauge 10

Features Slip Through

Count [200] Hit Count +1 (Power +70)

Perform a backward somersault and accelerate into a charging kick. If you connect near the end of the move, you can follow up, so it's best to use it from a distance of about 1.5 steps. Also, after using it 200 times, you will kick enemies up

Resonance Arts/Techniques: Alvin Aerial Bullet > Hiden Shouseiku (P.129)

Martial Body Type Arts

Maki Sora Sen (Kankuu Sen)

Sub-status — Unlocked Nodes 3

TP Cost 12 | Power 380 | Hit Count 1 | Physical/Magic Ratio 10:0 | Break 1 | Gauge 10

Feature: Down/Guard & Steel-Body Break

Count [200] Area Expansion

stance and throw anything you touch up into the air. Although the attack's start-up is somewhat slow, it is unblockable, nullifies steel-body, and can be followed up after the attack. Extremely powerful, it is useful as an opening attack in boss fights.

Resonance Arts/Techniques: Mira Fireball > Aerial Fire (P.127) | Leia Whirling Sky Spin > Whirling Sky Mirror Dance (P.132)

Martial Body Type Arts

Shadowless Palm (Mueishou)

Sub-status — Unlocked Nodes 13

TP Cost 9 | Power 250 | Hit Count 1 | Physical/Magic Ratio 10:0 | Break 1.5 | Gauge 10 [400]

Feature: Phase-Through

Count [200] Break +1.5 / Stun (30%) | Action Speed UP / Hit Count +1 (Power +50)

Retreats while spinning, then charges forward while thrusting. It features a relatively high break value, and if used 200 times it can cause a stun. Note that in the air it only performs movement. Use this when you want to quickly descend to the ground.

Resonance Arts/Techniques: Mira Divine Strike Twin Crushing Rapid (P.127) | Mira Glare Cage > Twin Crushing Rapid (P.127)

Martial Bo Retsuha Palm (Reppashō) (Fire) Sub-Status — Unlock Node 22

TP Cost 18 Power 450 Hit Count 2 Physical/Magical Ratio Break 20

Features Down/Knockdown Count [100/200/400] Status Change Points UP

Crouch and step in, then explode an enemy you thrust upward with a knife-hand strike. Because it has a knock-up effect, use it as a follow-up against downed enemies. Note that if the first hit does not connect, the second explosion will not occur.

Resonance Elise Tipo Pressure Giant Tipo Drop (P.130) Rowen — Freeze Lancer Zeparetsuhyougeki (Absolute Shattering Icy Strike) (P.

Skill/Technique — — — —

Martial Bo Garyou Kuha (Sleeping Dragon Aerial Break) Sub-status — Unlocked Nodes 5

TP Cost 18 Power 350 Hit Count 2 Physical/Magic Ratio 10:0 Break 2 Gauge 20

Traits: Float / Knock-up / Invincible immediately after activation Count [200] Hit Count +1 (Power +105)

Step forward to the right, rise while delivering an uppercut. While crouching you are invincible, so it is possible to attack and evade at the same time. Because it may miss if used at point-blank range, step back one pace before

Resonance Elise Tipo Rising Wolong Upper (p.130) Lowen Bluesphere Sea Dragon Fist (P.131)

Skill/Technique — — — —

Martial Bo Hanyoujin (Han'yōjin) (Light) Sub-Status — Release Node 32

TP Cost 20 Power 450 Hit Count 1 Physical/Magic Ratio 6:4 Gauge 10

Trait: Down Break 0.5

Count 【200】 Power +90/Range UP

Shoots a slowly advancing sphere of light. Its power is high but its startup is slow, making it difficult to include in combos. Use it when fighting enemies weak to light, or as a shield to start closing distance from a long ran

Resonance: Mira Negative Holder Innocent Gate (P.128)

Arts/Skill — — — —

Martial Bo Hōtsuiken (Houtsuiken) Sub-status Intelligence Unlocked Nodes 27

TP Cost 18 Power 500 Hit Count 2 Physical/Magical Ratio Break 2 Gauge 20

Features Down Count [200] Launch UP

Leap forward and swing your fist down while simultaneously firing a blast of fiery combat ki. Enemies hit will be put into Down, so follow up with normal attacks such as ↑+. It is recommended to perform this move from

Resonance Mira Cataract Ray Cataract Blade (P.129) Leia Hien Shosen Flash Break Sealed Wing Bullet (P.132)

Arts/Techniques — — — —

Martial Bo Jitsuya Senga (Cabinet) Substatus Dexterity Unlocked Nodes *1

TP Cost Power 17: 200 hits Power 200, number of hits 1 Physical/Magic Ratio 10:0 | Break 1 Gauge 20

Trait Knockout (only when hit during downed state. Probability is 15%) Hit count Count [100/200/400] Knockout probability +5%

Delivers a thrust downward enveloped in dark combat ki. If it hits a downed enemy, it has the defining feature of sometimes causing an instant knockout. Use it aggressively when you down an enemy with high HP.

Resonance Mira Raging Sun Scarlet Fang (P.128)

Arts/Techniques — — — —

※1: Obtain the "Secret Technique Book 'Ittō Hitsumetsu' " (P.440). ※2: Learned in Part 3: Tōrai Frozen Plain (P.260); it becomes unusable after Part 3: Dawn City Kan-Baruku (2) (P.274).

※3: Obtain the "Secret Technique Book 'Banshoku Hōken' " (P.440).

Martial Ba Muse

Fire, Water, Wind, E

Sub-status — Unlocked Nodes ※2

TP Cost	30	Power	1000	Hit Count	7	Physical/Magical Ratio	10:0	Break	7	Gauge	70
Trait: Pull / Cause						Count	—				

Summons the spirit Muse and simultaneou sly launches thrust attacks and strikes with Muse's hardened hair. It excels in power an d number of hits, and also has the effect of pulling enemies, making it easy to incorpor ate into combos. It is unfortunate that the period during which it can be

Resonance — — — — — —
Arts/Techniques — — — —

Special S Wolflike Howl, Tiger Roar (Garō Hōko)

Sub-status — Liberation Node 9

TP Cost	30	Power	1200	Hit Count	5	Physical/Magical Ratio	10:0	Break	5	Gauge	50
Feature: Down						Count	—				

While kicking upward on the sp ot, rises and then slams the en emy to the ground with a heel drop before following up with a shockwave. Its power is high a nd it comes out quickly, so if yo u have spare TP, you should act ively include it in combos.

Yuyi Shockwave Demon Fist (Shouha Majinken)

Sub-status — Release Node *3

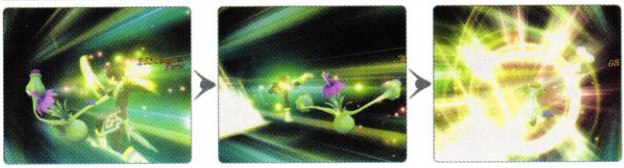
TP Cost	30	Power	750	Hit Count	1	Physical/Magic Ratio	10:0	Break	1	Gauge	50
Features	Down/Knock-up					Count	—				

Smashes the fist into the grou nd to generate a shockwave o ver a wide area around you. Ef fective when surrounded by e nemies, and because it raises downed enemies and launche s them high, it is also extremely powerful when incorpora

Secret Yu Killing Theatrical Rampage Fist (Satsugeki Bukouken)

Sub-status — Unlocked Nodes 9

TP Cost	0	Power	4500	Hit Count	13	Physical/Magic Ratio	10:0	Break	13	Gauge	0
Feature: Guaranteed Hit/Down						Count	—				



Unleashes countless punches a nd kicks and finally sends the e nemy flying far away. Because t he attacks are performed while moving, apart from the initial hit it is difficult to hit multiple e nemies. Treat it as a method to deal large damage to a single enemy.

Secret Art Tiger Fang Cleavage: Rogahazan Agito

Sub-status — Unlocked Nodes ※3

TP Cost	0	Power	4800	Hit Count	7	Physical/Magical Ratio	10:0	Break	7	Gauge	0
Features	Guaranteed Hit/Down					Count	—				

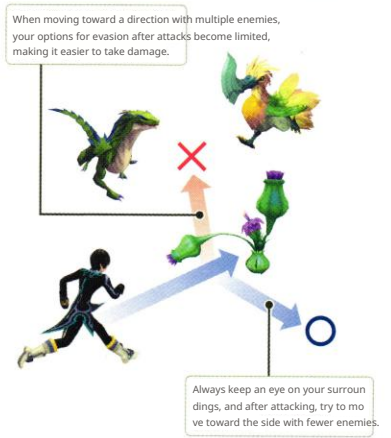
A combined attack with Mira th at launches enemies into the air , then assaults them simultaneo usly from the ground and the ai r to send them soaring high ab ove. It can hardly hit multiple e nemies, but it deals tremendou s damage to a single target.

Tactics: Use mobility to defeat enemies one by one

Jude is the best close-combat fighter among all characters, so actively approach enemies and attack. When doing so, make full use of steps and free run to prioritize enemies who are even slightly isolated from their group or those who use arts/abilities. Additionally, if you set your allies' tactic target to "spread attack," you should be able to reduce enemy numbers efficiently. Also, upon learning "Rondo Whirlwind," which has an extremely wide attack range, you can charge into enemy groups and forcefully scatter them.

You can wipe out enemies on one side at once. If you chain attacks in succession, the front "Rondo Whirlwind" followed by a forward [illegible]

Example of basic maneuvers


When moving toward a direction with multiple enemies, your options for evasion after attacks become limited, making it easier to take damage.
Always keep an eye on your surroundings, and after attacking, try to move toward the side with fewer enemies.

Boss fights: Act according to the situation using a variety of techniques

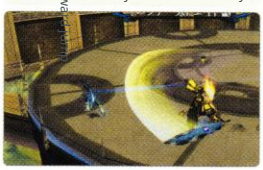
Even in boss fights, Jude's basic role is to deal damage to enemies. However, due to his high mobility and the variety of his techniques, there are many things he can do, and you don't have to focus solely on dealing damage. For example, against enemies strong in close combat, you can make Mira or Rowen's techniques the main source of attacks while Jude concentrates on drawing the enemy's attacks. Below are situation-specific tactics for reference.

・Example of boss fight tactics

Deal heavy damage to the enemy

Use "Maki Kūsen" and "Shishi Senkō" to break guards and armored states, then follow up with high-damage-efficient attacks like "Shishi Senkō."

Act as a decoy to draw the enemy



If an enemy targets you, move to pull them away from your allies. It's best to equip the "Dash" skill to increase movement speed.

The healer when allies are in trouble

Rush in and restore HP with "Chiyu-kō," and cure status ailments/changes with "Kaiki-kikō." Sleiving to use Restore is also an option.

*Overwhelm enemies with the special offense-defense combined "Aqua Protection"!

Among the skill-changing techniques, the one to pay special attention to is "Aqua Protection," usable with "Wiz Mira." Casting it in advance makes you less likely to have your actions disrupted when approaching an enemy, and after closing in you can weave it into combos to greatly increase dealt damage. Using "Second Aru" allows you to place three at once, and by using them consecutively you can place the maximum six in about one second, so make good use of it.

Can place up to three at once, the "Seca
When using "ndo Arts", the attack is ap
Well-suited for combos due to its smooth flow.

Recommended Combos

Easy-to-use combo with reduced TP consumption available from the early game

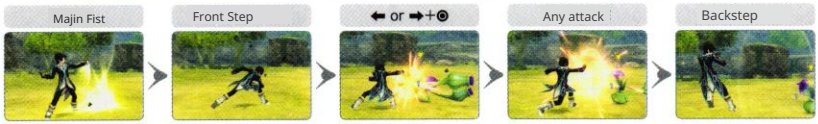
AC4 and above | 9HIT

Use the two-hit normal attack to build up hit count and finish t he combo with "Sansanka" — a combo usable from early to late game. Normal attacks restore TP equal to 6% of the maximum TP, so this TP consumed by "Sansanka" can be largely

The advantage is that you don't have to worry about it. After fini shing "Sansanka," take a step back with a backstep to create so me distance and secure an opportunity to attack.

Use "Majin Fist" as the starting point of an attack and plunge in from a distant range

AC2 or higher | 2+ HIT



Use the long-range attack "Majin Fist" as the starting point of a co mbo against enemies who excel at close-quarters combat. After " Majin Fist," use Front Step to cancel the post-attack vulnerability, then immediately follow up with a long-range ← attack to pursue

Afterwards, continue the combo as long as AC permits, and fina lly Back Step to put distance between you and the enemy. If the enemy is charging a "Majin Fist," immediately Back Step to stay safe.

Draw in groups of enemies and take them down together!

AC4 or higher | 6HIT

Using "Rondo Whirlwind" launched from a forward jump greatl y increases its travel distance and, by taking advantage of its ef fect of drawing in struck enemies, this combo gathers multiple foes and knocks them down. First, launch into a charging "Rondo Whirlwind" with a forward j

then repeatedly use it 2–3 times to group nearby enemies. Link int o the fast-starting "Gale Fist" to continue the combo, and finish by delivering the area-knocking "Phoenix Plummet Fist."

From the unblockable "Spiral Sky Spin," recover AC while continuing the combo

AC3 and above | 6+ HITS

Break guard and steel state with "Spiral Sky Spin," then follow up from +● which has a rising effect. After knocking them down w ith "Rolling Bubble," do not immediately pursue—pause for a moment by doing this, you can recover AC before

continuing the combo. The timing is a bit tricky at first, but even if the second follow-up is delayed, only the hit count will be inte rrupted and you can still perform the follow-up without issues.

Increase the Resonance Art gauge and aim to activate a Resonance Art

AC5 and above | 12HIT

The special normal attack that can be unleashed during a Link gre atly increases the gauge by 50 on its final hit, which is very high. T herefore, coordinate Links with Mira, who has a wide variety of attack options and is capable of quickly and repeatedly

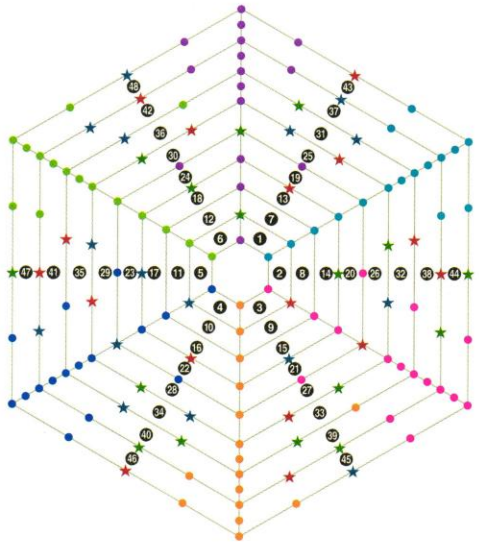
In addition to these, if you incorporate high-gauge-increase attac ks such as Strong Attacks or "Rengeidan" into a combo, you can quickly fill up and use Resonance Art gauge.

Training policy: Increase Agility to further enhance innate mobility

Jude's basic development policy is to increase agility while learning various skills and techniques. Apart from agility, also raise Strength and Stamina, which affect physical attack power. Other stats are improved through skills.

It's enough to improve as you learn. Also, to continuously execute techniques and to be able to set skills without leaving any unused, it is important not to forget to increase TP and SP.

Techniques and skills that can be learned with the Liliar Orb (red text indicates key areas)



▼1st card

No.	Arts/Skills
	● Sansanka
②	Vitality
	Volume 3: Sky Spin
④	Splendor Assault
	6 Grow-Up Heal
	6 Magic Guard
⑦	HP Gain
⑧	TP Gain
	● Combo TP Support
⑩	Wergard
	● Flash Guard
⑫	Flying Swallow Consecutive Kick
⑬	Earth Guard
⑯	Sharp Move Incoming
	TBS Step Long
⑩	Exceed
⑰	TP Drain Guard
⑩	Wind Guard
	19 Spirits
	● Recovery Pore
	21 Immunity
	2 Combo Mental Supply
㉓	Cross Counter
㉔	Rolling Bubble

No.	Arts/Skills
	25 Down Burst
	2 Exceed 2
㉗	Renge Bullet
㉘	Imitation Death
	29 Palm Strike Break
	3-Combo Voltage
㉛	Aqua Guard
㉜	Rebel Formation
	33 Quick Recover
	34 Moving Assault
	35 Dash
	● Flying Sky Dash
㊲	Dexterity
㊳	Agility
	39 Stamina
㊵	Strength
	4 Intelligence
	42 Mind
㊸	Vitality 2
㊹	Assault Step
	45 Dark Guard
	● Lion's Battle Roar
㊼	Splendark Quick
	48 Fire Guard

▼Second sheet

No.	Arts/Skills
	1 Life Up
②	Rondo Whirlwind
③	Heal Share Plus
	● Delay Ring Arts
⑥	Garyu Kūha (Sleeping Dragon Sky Break)
⑥	Mental Up
⑦	Assault Condition
⑧	Light Guard
	• Lying Wolf, Roaring Tiger
⑩	Concentration
⑪	Exceed 3
⑫	Many-Many Link
⑬	Shadowless Palm
⑩	Revival Energy HP
	15 Concentration 2
⑩	Limiter
⑰	Revival Energy TP
⑱	Limiter 2
⑲	Restore Plus
⑳	Vitality 3
④	HP Gain 2
㉒	Raging Break Palm
㉓	Spirits 2
㉔	Agility 2

No.	Arts/Skills
	25 Step Armor
㉖	Second Appeal
㉗	Phoenix Plummet Fist
㉘	Stepper
㉙	Cyclo Fist
㉚	Limits Fever
㉛	Dexterity 2
㉜	Agility 3
㉝	Stamina 2
㉞	Strength 2
㉟	Intelligence 2
㊱	Mind 2
㊲	TP Gain 2
	38 Recall
㊴	Second Arts
㊵	Bench Warmer HP
㊶	Bench Warmer TP
	4 Limiter 3
㊸	Appeal Target
㊹	All Guard
㊺	Shining Hand
	46 Life Reverse
㊼	Concentration 3
	48 Second Arts 2

Recommended leveling sample up to level 60

L.Lv. Guideline for Lilial Orb growth timing

Training points

1 ～

First sheet, first time: Key Area 14

10 ～

First sheet, second time: Key Area 24

First sheet, third time: Key Area 27

20 ～

First sheet, fourth time: Key Area 32

First sheet, fifth time: Key Area 38

30 ～

First copy, sixth time: Key Area 47

Second sheet, first time: Key Area 15

40 ～

Second sheet, second time: Key Area 22

Second sheet, third time: Key Area 29

Second sheet, fourth time: Key Area 32

Second copy, fifth time: Key Area 39

50 ～

Learn “Sansanka” and “Makūsen” as early as possible

- ❶ Sansanka
- ● Makūsen (Makūsen)
- ❹ Splendor Assault
- ⑨ Combo TP Support
- ⑩ Step Long

"Sansanka," which becomes the core of early-game combos, and "Maki Kūsen," useful for breaking guards and the like, should be learned as soon as possible. Both only require 4 GP, so you should be able to acquire them after raising

Acquire skills that greatly enhance offensive power and mobility

- 2 Recovery Point
- 2 Palm Strike Break
- ㉓ Quick Recover
- 65 Dash

Learning "Palm Strike Break" greatly increases damage efficiency in boss battles. Also, be sure to learn mobility-related skills such as "Dash" and "Quick Recover."

With "Lion's Battle Roar," it becomes easier to break guards and armored states

- ㉚ Stamina
- ㊵ Strength
- ㊹ Assault Step
- ⑤ Lion's Roar

At this stage you should learn "Lion's Roar." It makes it easier to break guards and armored states, so battles against tough enemies become easier. Otherwise, you can focus on raising stats like Agility.

Learning "Rondo Tempest" enables wide-area attacks!

- ② Rondo Whirlwind
- © Wolffang Howl
- ⑩ Exceed 3
- ⑩ Concentration
- ⑩ Limiter

You should learn the wide-range attack "Rondo Whirlwind" first. Also, the later-acquired "Concentration 2" is meaningless by itself, so be sure to learn "Concentration" as well.

Aim for “Second Arts” while strengthening Strength and Agility

- 2 Vitality 3
- 2 HP Gain 2
- 26 Second Appeal
- 28 Stepper
- Stamina 2
- Strength 2
- 68 Recall
- 4 Benchwarmer HP

By this stage, raise the stats Jude needs, such as Strength and Agility, while aiming for “Second Arts.” After learning “Second Arts,” push toward the final goal of “Concentration 3” so you can activate Focus Evasion with Front Step. After that, liberate every required-stat node on the first and second sheets.

ANOTHER Learn all techniques and skills to broaden tactical options

If you learn techniques that can be executed in midair, like “Hien Renkaku” or “Hiten Shouku,” your aerial combo options will expand. Also, “Assault Step” will allow you to deal damage with Front Step, making it usable as a combo starter. Once you have learned “Rinbu Senpu,” it would be good to acquire the techniques and skills mentioned above as well.

After “Assault Step,” follow up with fast attacks to string combos together.

Milla Maxwell

Milla Maxwell

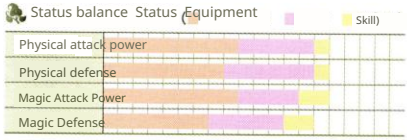
| A balanced type excelling in intellect

High in intelligence, with other stats also above average and no obvious weaknesses. Conversely, there are no outstanding strengths, so if you want to increase physical defense, equip a circlet as headgear or switch armor and accessories accordingly.

Status data

Initial status		When the first card is fully unlocked	When the second card is fully unlocked	Rating
HP	400	2040	4306	B
TP	110	232	401	C
Strength	50	402	889	B
Stamina	38	334	741	C
Intellect	50	415	920	A
Spirit	42	330	729	C
Agility	50	402	889	B
Dexterity	50	362	797	C

Status balance Status (Equipment Skill)



Equipment may include weapons

Support Bind

Creates an opportunity to deal large damage by restraining enemies

When the Master and Mira perform a pincer attack, a support skill can activate with a certain probability when the Master launches an attack. This restrains the enemy, rendering them unable to act and creating a chance to deal significant damage through consecutive attacks. Also, enemy ● Bind features

- Each time the Master attacks during a pincer, there is a 2% chance to restrain the enemy for 2 seconds, rendering them unable to act
- When the enemy is of the Speed type, it activates with a 20% chance
- It always activates on stunned enemies and restrains them for 4 seconds
- ◆ While active, Mira cannot take actions other than Resonance Arts, and the effect is canceled if Mira takes damage

Because it is guaranteed to activate when the target is stunned, a useful tactic is to stun an enemy, switch the Slave to Mira, and then activate Bind. This way you can prevent the enemy from acting for a long time.

- Bind can also be activated on bosses. The probability is not high, but remember this.

Action: Able to fight both on the ground and in the air

Overall movements are fast, and by switching between techniques and skills you can fight regardless of distance to the enemy. Also, a major feature is that learning skills increases the actions available in the air; for example, the skill "Aerial Dash"

Once mastered, you can perform a front step even in midair. While Mira already boasts sufficient strength on the ground alone, mastering aerial maneuvers allows her abilities to be drawn out even further.

Main Features

- There is a wide variety of techniques and skills, allowing combat regardless of distance
- Most techniques and skills can be executed in the air
- As you learn skills, you can perform a variety of actions in the air
- There are many types of Resonance Techniques
- Can perform a special normal attack during a Link (p.069)

If you land a combo in the air, there is less risk of being interrupted by other enemies.

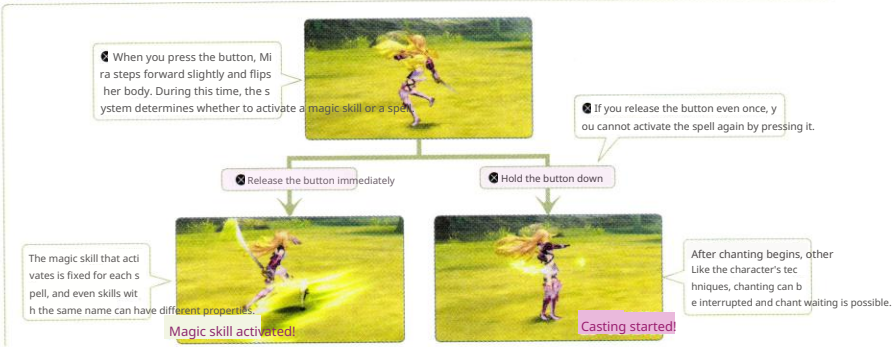
☆ Trait: Mystic Art ✕ The technique produced changes depending on how long the button is pressed

When Mira's spells are activated by a short button press, they transform into a magic technique with no casting time. The corresponding technique for each spell is triggered, and TP consumption and counts are generally the same as the original spell. Also, intermediate and advanced spells become the same magic techniques, though their performance differs. By switching between these magic techniques and spells, you can execute a wider variety of attacks. Which spells correspond to which magic techniques can be checked in the spell descriptions on the menu screen.

Skills related to magic techniques

Skill	Effect
Aerial Spell	Spirit arts can be used in the air, but magic techniques cannot be used while airborne. When chaining from a spirit art to a magic technique, the magic technique does not c
Magic & Arts	
Arts & Magic	When chaining from a magic skill to an elemental spell, if you are attacked during casting you will not flinch. Magic skill TP consumption is reduced by 50%. However, nor
Magic Fencer	

Mechanics of Magic Skill and Elemental Spell Activation

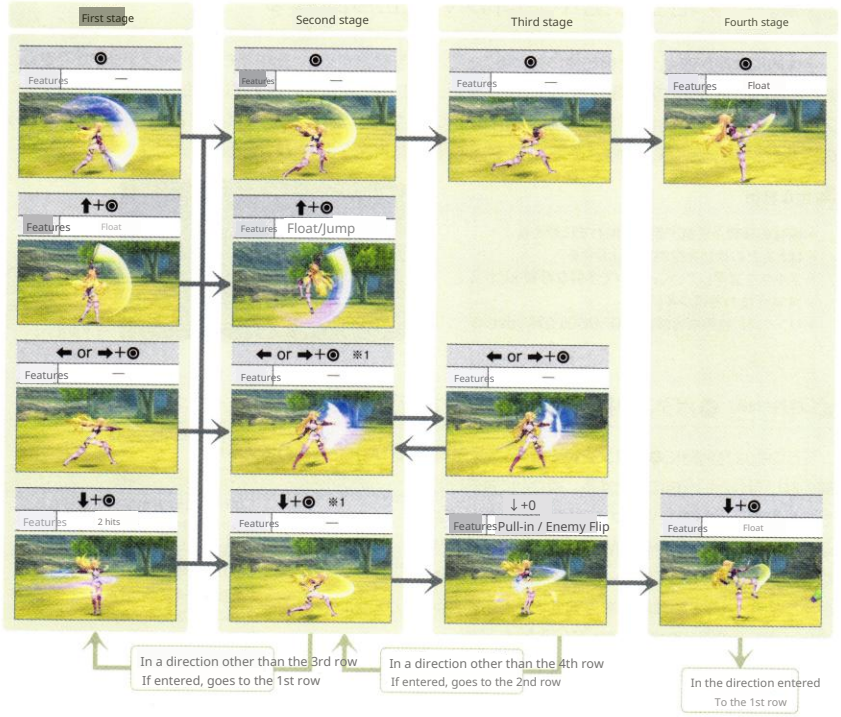

When you press the button, Mira steps forward slightly and flips her body. During this time, the system determines whether to activate a magic skill or a spell.
If you release the button even once, you cannot activate the spell again by pressing it.
Release the button immediately
Hold the button down
The magic skill that activates is fixed for each spell, and even skills with the same name can have different properties.
Magic skill activated!
After chanting begins, other Like the character's techniques, chanting can be interrupted and chant waiting is possible.
Casting started!

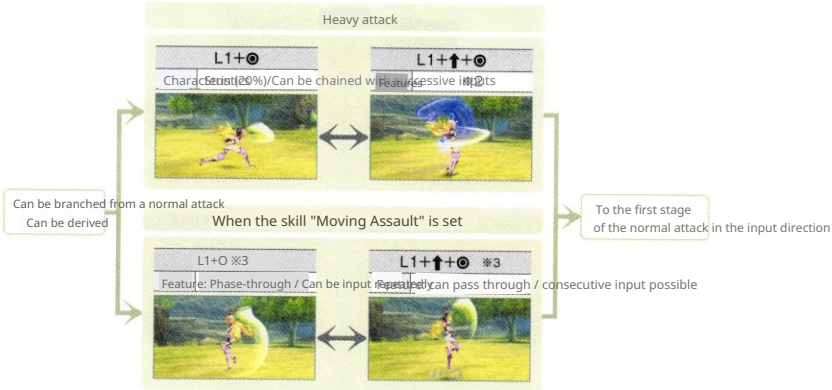
*Normal Attack The first-level ↓ + O has many hits and is easy to use.

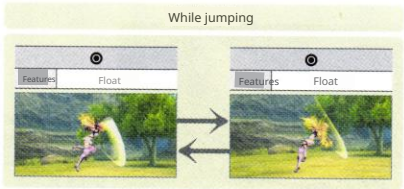
Mira's normal attacks are often fast in execution, and in particular the first hit of ↓ + ● is easy to use. It hits twice and attacks in all directions, so at close range use this attack as the starting point to aim for combos. Also, the second hit of + launches enemies into the air and Mira herself moves into the air. This can be used as a starter move for aerial combos.

Only in the early part of the story do normal attacks change into a special form. They change.

Normal Attack Data







※1: When linked with someone other than Jude, if the conditions for a special normal attack are met, the next normal attack will not come out and the character will instantly return to an idle state.

※2: 2 hits / Float / Stun (20%) / Can be input repeatedly.

※3: Action when facing right. When facing left, the actions for L1+ and L1+1+ are swapped.

Jude

Immediately preceding normal attack

(1st hit)

↑ + (1st hit)

← or → + (1 or 3rd hit)

↓ + (2nd or 3rd hit)

Features: 3-hit / juggle

Features: Float

Immediately preceding normal attack

(1 or 3rd hit)

↑ + (1st hit)

← or → + (1st or 3rd hit)

↓ + (1 or 3rd hit)

Features: ↑+ 3-hit / juggle

Immediately preceding normal attack

Features: ← or → + 4-hit

← or → + (2nd hit)

Immediately preceding normal attack

Features: ↓+ 7 hits

↓ + (2nd hit)

Alvin

Immediately preceding normal attack

(1st hit)

↑ + (1st hit)

← or → + (2nd or 3rd hit)

↓ +O (1st or 3rd hit)

Features: 2-hit / Float

Features: 4 hits / juggle / launch

Elise

Immediately preceding normal attack

(1st hit)

↑ + (1st hit)

← or → + (1 or 3rd hit)

↓ + (1 or 3rd hit)

Features: 5 hits / juggle / launch

Lowen

Immediately preceding normal attack

(1st hit)

↑ + (1st hit)

<- or → + (1 or 3rd hit)

↓ + (1st or 3rd hit)

Features: 4 hits/launch

Leia

Immediately preceding normal attack

(1st hit)

↑ + (1st hit)

← or → + (1st or 3rd hit)

↓ + (1st or 3rd hit)

Features: 4 hits / juggle / launch

☆Arts and Techniques: Expanding tactical options by using ground and aerial variations

Most arts and techniques can be performed both on the ground and in the air. Depending on where they are executed, their power and number of hits may change, and many also have different handling characteristics. For example, "Lunatic Sting" attacks directly horizontally when used on the ground, but when used in the air it fires diagonally downward.

Therefore, it is important to understand each technique's properties and use them appropriately on the ground or in the air.

Also, most techniques have one or more attributes attached. Repeatedly reassign them to match appearing enemies, and target their weaknesses to deal major damage.

Technique Data

Low-level Technique: Fireball

Casting Time: 1 second | Unlocked Nodes: Initial

TP Cost	Power	Hit Count	Physical/Magical Ratio	Break	Gauge
9	300	1	0:10	2	10

Features: —
Count: —

Fires a fireball forward. It will begin tracking the target vertically from a distance approximately equivalent to two steps forward. However, it has no tracking capability horizontally, so you should activate it when the ener

Resonance	Jude	Makikuzushi Aerial Fire (P.127)	
Technique	Leiawen	Severed Fate > Fatal Bomb (P.135)	
	Alvin	Tiger Fang Slash	> Crimson Flame Sword (P.133)
	Reia	Makikuzushi	> Aerial Fire (P.127)

Magic Technique: Flare Bomb (Lower Rank)

(Fire) Sub-status: — | Unlocked Nodes: Initial

TP Cost	Power	Hit Count	Physical/Magic Ratio	Break	Gauge
9	300	2	6:4	2	20

Feature: Down
Count [200] Action Speed UP

Summons a fireball directly in front of the user and channels power into the fist to detonate it. It has relatively fast startup and is easy to incorporate into combos, but because it knocks down enemies it hits, you should use it pref

Resonance	Jude	Whirling Sky Spin	Aerial Fire (P.127)
Arts/Techniques		Severed Fate	> Fatal Bomb (P.135)
	Alvin	Tiger Fang Break Slash	> Crimson Flame Sword (P.133)
	Leia	—	Aerial Fire (P.127)

Low-level Technique: Wind Lance

Casting Time: 1 second | Release Node: Initial

TP Cost	Power	Hit Count	Physical/Magical Ratio	Break	Gauge
10	300	1	0:10	2	10

Features: —
Count: —

Shoots a wind spear at high speed. This spear travels the distance of two steps then accelerates. Its projectile speed is quite fast but it does not track up, down, left, or right at all, so aim for moments when the enemy is not moving sig

Resonance	Jude	Majin Fist	> Absolute Wind Blade (P.126)
Arts/Techniques		Wind Lance	> Air Thrust (P.135)
	Elise	Pico Hammer	Bicorain (P.134)
	Leia	Swift Claw	瞬迅風牙 (P.136)

Magic Technique: Wind Cutter (Lower Grade)

Sub-status: — | Unlocked Nodes: Initial

TP Cost	Power	Hit Count	Physical/Magical Ratio	Break	Gauge
10	360	2	1:9	2	20

Trait: Launches opponent
Count 【400】 Launch"

Raise the sword and whirl up a blade of wind forward. Not only can it be used as a long-range deterrent, but it also reaches up to the height of one jump. Note that the attack hits twice only at very close range.

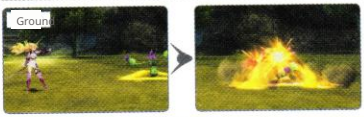
Resonance	Jude	Majin Fist	Zepu Blade (P.126)
Arts/Techniques		Wind Lance	> Air Thrust (P.135)
	Elise	Pico-hammer	Pico Rain (P.134)
	Leia	Swift Claw	瞬迅風牙 (P.136)

Low-level Locktry

地 Casting Time 1 second Unlocked Nodes ❶

TP Cost 9 Power 306 Hit Count 3 Physical/Magical Ratio 0:10 Break 3 Gauge 30

Features — Count —



Summons a stone pillar at the targeted e
nemy's feet and pierces them. The pillar a
ppears at the enemy's position, but if the
enemy is moving it is容易ly missed before
it pierces. When targeting a moving enemy, adjust the spawn locatio

Resonance Sansanka → Genbu-san (P.127) | Alvin Earth Dragon Slash → Quake Raider (P.133)

Art/Technique Lower Locktry → Rock Hexa (P.135) | — — | — —

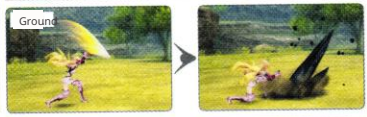
Magic Te Grave

地 Sub-status — Unlocked Nodes ❶

TP Cost 9 Power 360 Hit Count 2 Physical/Magical Ratio Break Gauge 20

Trait: Launches opponent Count 2

200/400】 Hit count +1 (Power +210)



Stabs the sword into the ground to raise a stone pill
On the ground it has slow startup and is hard to cha
If using it, it is recommended to perform it from the air where the
It is executed while rushing diagonally downward,
so it is easy to hit from a distance.

Resonance Jade Sansanka → Genbu-san (P.127) | Alvin Earth Dragon Slash → Quake Raider (P.133)

Art/Technique Lower Locktry → Rock Hexa (P.135) | — — | — —

Low-level Splash

Water Casting Time 1 second Release Node ③

TP Cost 12 Power 330 Hit Count 6 Physical/Magical Ratio 0:10 Break 6 Gauge 60

Characteristics Count —

Summon water spheres at the enemy's f
eet and drench their head with an overh
ead stream of water. The casting time is
short at one second, and while the water
stream continuously hits, it can recover action consumption (AC),

Resonance Reia Rabbit Rapid Thrust → Shuiyue Liepo (P.136) | — — | — —

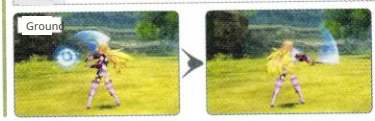
Arts/Skill — — → — | — — | — —

Magic Te Aqua Protection

Water Sub-status — Unlocked Nodes ❸

TP Cost 12 Power 300 Hit Count 1 Physical/Magical Ratio Break 1 Gauge 10

Traits — Count [200] Hit Count +1 (Power +300) / Stun (20%)



Summons up to six water spheres arou
nd the caster. The water spheres persist
until they hit an enemy, so it's good to
use them before approaching foes. Addi
tionally, after using it 200 times, an attack hit with a st effect w

Resonance Reia Rabbit Rapid Thrust → Shuiyue Liepo (P.136) | — — | — —

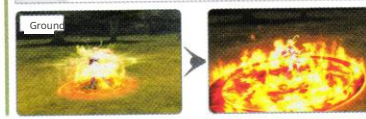
Arts/Skill — — → — | — — | — —

Intermed Burn Spread

火 Casting Time 2 seconds Unlocked Nodes ❿

TP Cost 24 Power 368 Hit Count 7 Physical/Magical Ratio 0:10 Break 7 Gauge 70

Traits — Count —



Creates a blazing magic circle centered on
the caster that reaches roughly the dista
nce of one step. Since you cannot designat
e the exact spawn location, wait in casting
-ready stance and use it to ambush enemies that enter the area.

Resonance Jade Sharp Summon → Flame Piercing Formation (P.128) | Leia Rising Sweep → Flare Tornado (P.136)

Technique — — → — | — — | — —

Magic Tec Flare Bomb (Intermediate) (Fire) Sub-status — Unlocked Node 14

TP Cost 24 Power 350 Hit Count 2 Physical/Magical Ratio 6:4 Break 2 Gauge 20

Features Down Count [200] Action Speed UP

Summon a massive fireball before you; when you gather strength in your fist, de tonate it at the same time. Since it can c ause a down, include it at the end of a co mbo to secure safety after the attack, or use it against ener

Resonance Jude Sharp Summon → Flame Piercing Formation (P.128) Leia Rising Sweep → Flare Tornado (P.136)

Arts/Techniques — → — — → — → —

Intermed Arrivederci 風 Casting Time 2 seconds Liberation Node 24

TP Cost 26 Power 350 Hit Count 4 Physical/Magic Ratio 10 Break 5 Gauge 40

Feature: Down Count —

Creates a swirling wind at the enemy's fe et and lifts it up together with petals. Ene mies hit are blown away and go down, so follow up with attacks such as "Wind Cutt er," which adds knockdown features by increasing the count.

Resonance Elise Heartless Circle Fairy Circle (P.134) Leia Heal → Fairy Circle (P.134)

Arts/Techniques — → — — → — → —

Magic Tec Wind Cutter (Intermediate) Wind Sub-status — Liberation Node 24

TP Cost 26 Power 455 Hit Count 4 Physical/Magic ratio 7:3 "Break 4 Gauge 40

Feature: Launch Count [400] Launch

The sword is raised to whip up a wind bla de, then while leaping a second blade is g enerated. It comes out faster when used from the air, so it is recommended to use it as a powerful poking attack immediately after a jump.

Resonance Elise Heartless Circle Fairy Circle (P.134) Reia Heal → Fairy Circle (P.134)

Martial Technique — → — — → — → —

Intermediate Art: Vanish Volt Fire Wind Casting Time 2 seconds Unlocked Nodes 20

TP Cost 25 Power 560 Hit Count 7 Physical/Magical Ratio 0:10 Break 7 Gauge 70

Traits — Count —

An art that calls down lightning over the e nemy's head. It has both fire and wind att ributes, making it easy to exploit enemy w eaknesses. It only hits small enemies twic e and the stun duration is short, so if you follow up you should

Resonance Jude Palm Strike → Thunder Flash Fist (P.128) Alvin Demon God Flash Slash → Claw Thunder Slash (P.133)

Arts/Techniques — → — — → — → —

Magic Tec Lightning (Intermediate) (Fire/Wind) Sub-status — Unlocked Nodes 29

TP Cost 25 Power 440 Hit Count 3 Magic/Physical Ratio 5:5 Break 3 Gauge 30

Features — Count [200] Hit Count +1 (Power +280) [400] Hit Count +1 (Power +240)

Step forward and thrust ahead, then regrip the sword and call down lightning at that spot. Its startup is fairly fast, so it's good to incorporate into combos from normal attacks. In the air, it is executed while hovering, which speeds up the attack's activation.

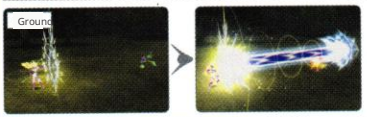
Resonance Jude Palm Strike → Thunder Flash Fist (P.128) Alvin Demon God Flash Slash → Assault Claw Thunder Slash (P.133)

Arts/Techniques — → — — → — → —

Advanced Divine Strike

(Light) | Casting Time | 3 sec | Release Node 13

TP Cost	38	Power	500	Hit Count	10	Physical/Magical Ratio	0:10	Break	10	Gauge	100
Features	—					Count	—				



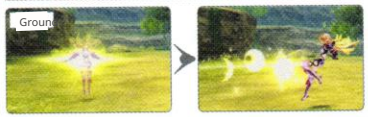
Summons a magic circle of light in front and immediately fires a laser. The number of hits is very high, around 10, and it restrains enemies for a long time. During this time you can recover AC and close in to aim for a combo.

Resonance	Jude	Shadowless Palm	Dual Break Flash (P.127)	—	—	—
Arts/Techniques		—	—	—	—	—

Magic Technique Particle Rondo (Intermediate)

Sub-status | — | Release Node 13

TP Cost	38	Power	500	Hit Count	2	Physical/Magical Ratio	3:7	Break	2	Gauge	20
Trait: Phase-through (passes through)						Count	200/400】Status Change Point UP				



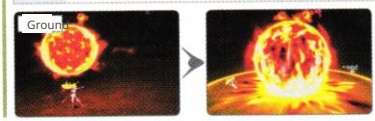
Dashes forward at high speed and attacks as it passes by. When executed on the ground, it appears to move into the air after the attack, but it is actually still treated as a ground move. Remember that you can chain it directly

Resonance	Jude	Shadowless Palm	Dual Break Flash (P.127)	—	—	—
Arts/Techniques		—	—	—	—	—

Advanced Raging Sun

Casting Time | 3 seconds | Unlocked Nodes 27

TP Cost	48	Power	400	Hit Count	4	Physical/Magic Ratio	0:10	Break	6	Gauge	40
Characteristics						Count	—				



Create a fireball above the user's head, enlarge it, and drop it into the center of the battle area. The attack's range is so wide that it covers the entire battle area, making it possible to wipe out enemies weak to fire attribute all at once.

Resonance	Jude	Fang	Scarlet Fang (P.128)	Lowen	Diffusional Drive	Raging Mist (P.135)
Arts/Techniques		—	—	—	—	—

Magic Technique Flare Bomb (Advanced)

Sub-status | — | Unlocked Nodes 27

TP Cost	48	Power	700	Hit Count	10	Physical/Magic Ratio 6:4	Break	9	Gauge	90
Feature: Down						Count 【200】Action Speed UP				

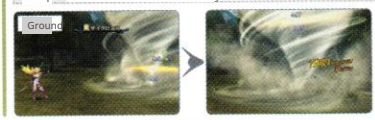
Summons multiple fireballs in front and detonates them simultaneously. It appears very powerful, but because enemies fall over partway through, the actual damage inflicted is lower than the displayed value. It is good to use wh

Resonance	Jude Fang	Scarlet Fang (P.128)	Lowen	Diffusional Drive	Raging Mist (P.135)
Technique	—	—	—	—	—

Advanced Cyclone

Casting Time | 3 seconds | Unlocked Nodes 26

TP Cost	36	Power	400	Hit Count	10	Physical/Magic Ratio	0:10	Break	10.5	Gauge	100
Properties: Launch/Down/Enemy Reversal						Count	—				



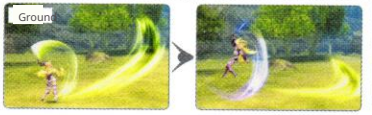
Generates a massive tornado that sends enemies high into the air. It blows enemies off in unpredictable directions, but because Mira can act while enemies are being hit, there is plenty of time to recover AC and follow up.

Resonance	Jude Gale Fist	Kiba Rensen-sai (P.127)	—	—	—
Martial Technique	—	—	—	—	—

Magic Te **Wind Cutter (Advanced)** (Wind) Sub-status — Unlocked Nodes 25

TP Cost 36 | Power 600 | Hit Count 5 | Physical/Magical Ratio 7:3 | Break 5 | Gauge 50

Attributes: Launch/Down | Count [400] Knockdown



Releases a two-hit combo of a sword and wind blade, creating turbulent air from above that blows enemies upward. The timing for linking is unusual: besides after the skill, it can also link when the second hit moves into the

Resonance Gale Fist > Kiba Rensen-sai (P.127) | — | —

Arts/Techniques — | — | — | —

■ **Grade Art: Thunder Blade** Fire Wind Casting Time 2.5 sec Release Node 2

TP Cost 35 | Power 700 | Hit Count 7 | Physical/Magic Ratio 7:3 | Break 13.5 | Gauge 70

Characteristics | Count —

After slashing the area around the user with a lightning sword, it thrusts forward and discharges electricity around it. The lightning sword rotates around the user but does not hit enemies in Mira's immediate vicinity. When using it, try to keep some distance from enemies.

Resonance Jude Palm Strike > Thunder Flash Fist (P.128) | Alvin Demon God Flash Slash > Claw Thunder Slash (P.133)

Technique Elise Tipo Pressure > Thunder Pressure (P.134) | — | —

Magic Te **Lightning (Advanced)** (Fire/Wind) Sub-status — Unlocked Nodes 2

TP Cost 35 | Power 650 | Hit Count 4 | Physical/Magic Ratio 6:4 | Break 4 | Gauge 40

Features — | Count [200] +1 Hit (Power +400)

Stab forward with the sword and slash downward while simultaneously dispersing lightning in a fan shape. When used on the ground, incorporate it into combos; when used in fast-start aerial situations, keep distance and use it t

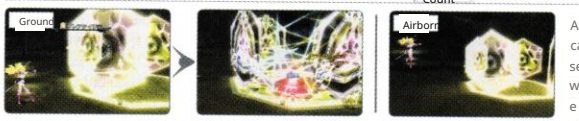
Resonance Jude Palm Strike > Thunder Flash Fist (P.128) | Alvin Demon God Flash Slash > Assault Claw Thunder Slash (P.133)

Technique Elise Tipo Pressure > Thunder Pressure (P.134) | — | —

Advanced **Glare Cage** 光 Casting Time 3 seconds Unlocked Nodes 25

TP Cost 45 | Power 612 | Hit Count 7 | Physical/Magical Ratio 5:5 | Break 8 | Gauge 70

Features — | Count —



A technique that imprisons enemies in a cage of light. Its casting time is long at 3 seconds, but it boasts commensurate power and hit count. Since you can act while hits are occurring, recover AC before using the technique a

共鳴 Jude Shadowless Palm > Dual Break Flash (P.127) | Elise Flutter's Dim > Chaotic Fuser (P.134)

Arts/Techniques — | — | — | —

Magic Te **Particle Rondo (Advanced)** 光 Sub-status — Unlocked Nodes 25

TP Cost 45 | Power 600 | Hit Count 4 | Physical/Magic Ratio 7:3 | Break | Gauge 40

Traits: Launch/Phase-through | Count 【200/400】 Status Change Points UP

Rush rapidly toward enemies, then reverse direction and propel into the air. If used at close range, it is easy to follow up with an aerial combo; if used from a slightly greater distance, it creates space and makes maintaining safety easier.

Resonance Jude Shadowless Palm > Dual Break Flash (P.127) | Elise Flutter's Dim > Chaotic Fuser (P.134)

Arts/Techniques — | — | — | —

Martial Technique: Round Edge

Sub-status Stamina | Unlocked Nodes 12

TP Cost	8	Power	300	Hit Count	2	Physical/Magical Ratio	6:4	Break	2	Gauge	20
Trait: Launches (Float)						Count	【100/400】 Area Expansion				

Forms a ring of light while rising and then bursts it to blow enemies away. The skill's startup is quite fast, allowing you to knock back groups of enemies when surrounded. The overall duration of the move is short, so you can quickly pr

Resonance Jude Healing Art	Spirit Medic (P.127)	—	—
Technique —	—	—	—

Martial Bo Assault Dance

Sub-status Agility | Unlocked Nodes 27

TP Cost	12	Power	350	Hit Count	5	Physical/Magical Ratio	6:4	Break	5	Gauge	50
Characteristics						Count	【200】 Action Speed UP				

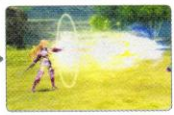
After crouching, performs a charge while delivering five slashing attacks. There is little vulnerability before and after the attack, making it ideal for ground combos. If you use this skill frequently, consider raising Agility with accessories to

Resonance Jude	Renge Bullet	Rending Claws and Chaotic Fangs (P.128)	Fancy Elements: Element 4 (P.136)
Arts/Techniques —	—	—	—

Martial Bo Lunatic Sting

Sub-status Intellect | Unlocked Nodes 46

TP Cost	10	Power	320	Hit Count	6	Physical/Magical Ratio 6:4 Break 6 Gauge 60 Break Count [100] A
Feature: Float (Airborne)						ction Speed UP [400] Hit Count +2 (Power +96) Airborne



The spear thrusts out from the magic circle drawn ahead and pierces enemies. The spear reaches a distance of about two steps, but the closer to the enemy, the more hits it inflicts. Therefore, it is recommended for combos at

Resonance Jude	Tibo Battle Roar	Magical Tipo (P.134)	—	—
Arts/Techniques —	—	—	—	—

Martial Body Technique: Cataract Ray

(Light) Sub-status — | Unlocked Nodes 19

TP Cost	12	Power	380	Hit Count	5	Physical/Magic ratio 6:4 Break 5	Gauge	50
Traits —						Count [100] Launch [200] Speed Up		

The sword released from the hand pierces the enemy and follows up by projecting a wave of light. Because there is a large recovery after the attack, execute it from about one step away to make it harder to be counterattacke

Resonance Jude Phoenix Stem Fist	Cataract Blade (P.129)	—	—
Technique —	—	—	—

Martial Bo Negative Holder

(Dark) Sub-status — | Unlocked Nodes 32

TP Cost	Power 15 245	Hit Count	4	Physical to Magic Ratio 6:4 Break 4 Gauge 12
Characteristics	Pistol / Down (when used consecutively)			Count [100] Pull-in Distance UP [200] Hit Count +2 (Power +122)

Generates a dark orb that pulls enemies in. You can recover AC while hitting, so incorporating it into combos is powerful. However, if you summon another dark orb before the previous one completely disappears, it will knock en

Resonance Jude	Rebel Sun Formation	Innocent Gate (P.128)	—	—
Arts/Techniques —	—	—	—	—

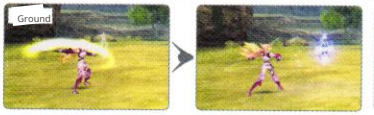
Martial Technique Condemnation

Sub-status Dexterity Unlocked Nodes 5

TP Cost 14 | Power 300 | Hit Count 4 | Physical/Magical Ratio 6:4 | Break 4 | Gauge 40

Trait: Down

Count [100] Break +3 [200] Action Speed UP



While slashing enemies with the sword, you draw a magic circle and send that magic circle to attach to the target. The attached magic circle will explode after a set time, so if you place it at the end of a combo you can create a large g

Resonance: Alvin Variable Trigger — Explosive Formation Scattered Painting (P.132) — Requiem — > Great Time-Practice Great Explosion Bell (P.135)

Technique — — — — — —

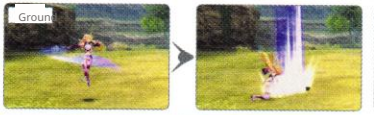
Martial Bo Distornova

Sub-status Strength Release Node 36

TP Cost 16 | Power 440 | Hit Count 2 | Physical/Magical Ratio | Break 2 | Gauge 20

Feature: Down

Count [200] Action Speed UP [400] Area Expansion



Briefly rises into the air and, while falling, slashes down on the enemy. Among Mira's techniques, this is the quickest at knocking enemies down. Use it at the end of a combo when you want to create distance from an enemy

Resonance Alvin Sky-Cleaving Rift — Dragon-Tiger Annihilation Fang Slash (P.133) — — —

Technique — — — — — —

Martial Body Technique Ifrit 火

Sub-status — Release Node Initial 1

TP Cost 40 | Power 1100 | Hit Count 8 | Physical/Magical Ratio 8:2 | Break 8 | Gauge 30

Features —

Count —

Summons the great fire spirit Ifrit to incinerate enemies with slashes and breath. It can attack a wide area in front, but the attack duration is long and the sides and rear are left undefended. Try to use it after positioning as many e

Resonance — — — — — —

Arts/Techniques — — — — — —

Martial Bo Gnome 地

Sub-status — Release Node Initial 1

TP Cost 40 | Power 1800 | Hit Count 8 | Physical/Magic Ratio 10:0 | Break 8 | Gauge 80

Trait: Enemy Inversion

Count —

The summoned earth great spirit Gnome spins twice around Mira, attacking enemies. It can attack in all directions, making it valuable in group fights; against large enemies the number of hits increases, so high damage can be

Resonance — — — — — —

Martial Skill — — — — — —

Martial Bo Sylph (Wind)

Sub-status — Unlock Node Early Stage ※1

TP Cost 40 | Power 1100 | Hit Count 10 | Physical/Magical Ratio 6:4 | Break 10 | Gauge 32

Trait: Launch / Enemy Inversion

Count —

Summons the great wind spirit Sylph to generate an updraft. The first strike has a wide attack range that covers behind Mira, but from the second hit onward it's hard to connect at point-blank range. Use it after creating a slight distan

Resonance — — — — — —

Arts/Techniques — — — — — —

※1: Becomes unusable in Part 1: Lafort Research Institute (P.162) and becomes usable again in Part 4: Kijil Sea Waterfall (Spirit Realm) (P.291).

※2: Obtain the "Book of Absolute Technique: Reisho Dash" (P.440).

Martial Skill: Undine

Water

Sub-status —

Unlock Node Early Stage ※1

TP Cost	40	Power	1100	Hit Count	11	Physical/Magical Ratio	5:5	Break	11	Gauge	60
Features	Launch					Count	—				

The great water spirit Undine fires a compressed burst of water forward. It can reach distances of about the length of six steps, making it effective as a long-range attack. At close range the number of hits increases, further boosting the d

Resonance	—	—	—	—	—	—
Arts/Techniques	—	—	—	—	—	—

Yuyi Higher Than Sky

Sub-status —

Unlocked Nodes 9

TP Cost	30	Power	800	Hit Count	5	Physical/Magical Ratio	10:0	Break	5	Gauge	50
Features	Float					Count	—				

While spinning, rises and pierces enemies <Supreme Skill. Excellent in both power and startup speed, making it easy to incorporate into combos. After the attack you move into the air, so as long as AC continues you can maintain the combo and deal great damage.

Yuyi Overdrive

Sub-status —

Unlocked Nodes ※2

TP Cost	30	Power	900	Hit Count	8	Physical/Magical Ratio	10:0	Break	8	Gauge	56
Features	Down					Count	—				

Raises a hand shrouded in light and charges while grabbing any enemy it hits. The attack range is only frontal, but its power is correspondingly high. Note that it can grab enemies that are downed, but cannot lift them up, and the dar

Secret Art Supreme Elements

Fire, Water, Wind, Earth

Sub-status —

Liberation Node 9

TP Cost	0	Power 3960, Hit Count	17	Physical-Magic Ratio 3:7	Break	17	Gauge	0
Attributes: Guaranteed hit / Down				Count	—			

Releases the power of the four elements: Fire, Water, Wind, and Earth. The attack has a wide range, and if activated against clustered enemies, it can strike them all at once. It tends to register fewer hits on small enemies, but its high power means the damage dealt is still subst

Secret Art Tiger Fang Cleavage Kogahazan Agito

Sub-status —

Release Node *2

TP Cost	0	Power	4800	Hit Count	7	Physical/Magical Ratio	10:0	Break	7	Gauge	0
Attributes: Guaranteed hit / Down						Count	—				

A combination attack with Jude using fists and sword. Its performance is the same as Jude's skill with the same name, but in Mira's case there is the advantage that "Overdrive" can be used in midair, allowing it to be activated from anywhere.

Tactics Use techniques according to the distance from the enemy

Mira can alternate between techniques, magic techniques, and spells to fight at every range from close-quarters to long-distance. Which range she maintains should be decided by the party composition. For example, if Jude is present, he can provide support from the rear with magic techniques and spells; if Elise or Rowen are present, she can close in on enemies and use techniques to hold them in place.

There tends to be an increase in the number of techniques used. Also assign Mira's techniques

• Examples of techniques by distance

Short range — Long range

Techniques / Some Magic Techniques

At close range, it's basically best to build combos around fast-starting moves and short-range magic techniques like "Flare "Abomb".

Magic Technique

At a distance of about two steps from the enemy, attack with slightly faster-starting, longer-range magic techniques such as "Wind Cutter" or "Lightning".

Arts

At long range, spells are effective. Use them as an attack method against enemies with high attack power that are hard to approach or enemies that use magic themselves.

Control special aerial movements to execute versatile aerial attacks

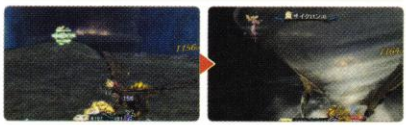
As you learn skills, the actions you can perform in the air increase considerably. Therefore, once you have the skills listed in the table below, you should try to focus on aerial combat. This is because Mira's magic techniques generally come out faster when used in the air, and with the skills "Aerial Force" and "Aerial Voltage" you can expect a significant damage increase. It may be difficult at first, but this is where Mira's true value shines, so please master it.

Examples of aerial actions

Gain advantageous positioning with aerial steps

If there are enemies below after an aerial combo, creating distance with a front step or back step makes you less likely to be hit upon landing.

Cast spells from the air with "Aerial Spell"



With "Aerial Jump" you move to a higher position and then begin spellcasting. It's very powerful because interruptions are rare.

Skills related to aerial actions

Skill	Effect
Aerial Armor	Won't be staggered when hit in the air
Aerial Force	Damage dealt to airborne enemies is increased by 10%
Aerial Guard	Can guard or use Magic Guard while in the air
Aerial Jump	Can jump while in the air
Aerial Jump 2	After an aerial jump, you can jump once more
Aerial Back	Can perform a backstep once while airborne

Skill	Effect
Aerial Dash	Can perform a front step once while airborne Recovers 1 AC each time your airborne attacks hit 7 times
Aerial Voltage	
Aerial Spell	Allows the use of spirit magic in the air, while magic techniques become unusable
Touchdown	Pressing ↓ in midair causes a fast landing
Landing	Landing recovery time from the air is reduced by 50%
Jump Cancel	Allows canceling attacks with a jump

Recommended Combos

Secure safety by knocking enemies down with a "Flare Bomb"

AC4 and above | 6HIT

A handy, easy combo useful in the early game. Start from the first hit of the two-hit down attack and chain straight through to the third hit, then finish with "Flare Bomb" to knock the enemy down. Because the normal attack lands, you will gain at least 4% of your maximum EX.

Recovering is the key point. After a combo, take a backstep to create distance and either target another enemy or wait for the downed enemy to get back up before re-executing this combo again.

Stop the enemy's movement with "Splash" and then safely execute a combo

AC1 or higher | 8 or more HITS

By using a skill as the starting point of an attack, you can perform a combo that makes it harder for enemies to counterattack. First, put about three steps' distance between you and the enemy, then begin chanting "Splash." After the skill activates, wait a moment and

Revive it, then approach enemies hit by the water stream. Target enemies that are highly dangerous to approach recklessly due to their high attack power, or those that use arts from a distance.

recover your AC.

The key point is to insert a normal attack between the "Negative Holders".

AC4 or higher | 11 or more HITs

The combo that restores AC while "Negative Holder" is hitting, then launches "Negative Holder" again. The key here is the normal attack, from just before the dark orb disappears up to the third hit

By landing ↻, you can prevent being knocked down by the repeated use of "Negative Holder". If you can maintain the same timing, it is also fine to replace the normal-attack portions with techniques.

Keep your combo going by switching between ground and air

AC4 or higher | 13 or more HITs

⬆+● On the second hit, move into the air and immediately execute "Lunatic Sting". Then promptly summon "Negative Holder" and continue the combo. The "Negative Holder" when activated in mid-air gradually

Continue hitting to lower the altitude until landing. Mira should refrain from acting until landing, then briefly recover AC after landing. By doing this, the combo can be continued further.

Build up the Resonance Art Gauge rapidly by coordinating with Jude!

AC4 or higher | 12 or more hits

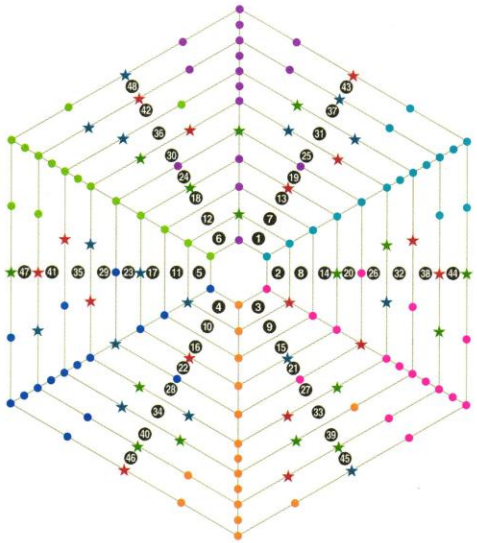
After linking with Jude, chain normal attacks up to the second hit of ↓, then from there use the special normal attack during the link to aim for a large increase in the Resonance Art gauge. If you input ↑ + after the attack, you will perform a different link.

Mira can unleash a special normal attack at that time. After a link attack, Mira moves into the air so if you follow up with another combo from there, the gauge for one Resonance Technique will fill up in no time.

Development policy: Strengthen both physical and magical attack power

Mira's arts and techniques are often affected by both physical attack power and magical attack power. Therefore, you should prioritize raising Strength and Intelligence, which greatly influence each respectively. In addition, it's good to increase Agility, which affects movement speed during battle, and because many SP are required to equip Aerial-type skills, be sure to raise that as well. The other stats are sufficiently increased as you learn arts and skills.

Techniques and skills that can be learned with the Liliar Orb (red text indicates key areas)



How to Read the Icons
- ❶ ····· Arts/Skills
- ★ ····· HP
- ★ TP
- ★ ····· SP
- ● ····· Strength
- ● ····· Vitality
- ● ····· Intelligence
- ● ····· Spirit
- ● ····· Agility
- ● ····· Dexterity

▼1st card

No.	Arts/Skills
❶	Locktry
②	Vitality
❸	Splash
❹	Splendor Assault
❺	Grow Up Heal
❻	Magic Guard
❼	HP Gain
❽	TP Gain
❾	Combo TP Support
❿	Wergard
ⓘ	Flash Guard
⓬	Round Edge
⓭	Arts & Magic
⓮	Burn Spread
⓯	Wind Guard
⓰	Exceed
⑦	HP Drain Guard
⓲	Magic & Arts
⓳	Spirits
2	Aerial Voltage
④	Immunity
㉒	Combo Mental Supply
㉓	Earth Guard
2	Arrivederci

No.	Arts/Skills
25	Aerial Back
26	Exceed 2
27	Assault Dance
㉘	Temptation
㉙	Vanish Volt
30	Aerial Dash
㉛	Aqua Guard
㉜	Negative Holder
㉝	Landing
㉞	Moving Assault
6	Jump Cancel
㊱	Distornova
㊲	Dexterity
㊳	Agility
㊴	Stamina
㊵	Strength
4	Intelligence
4	Mind
㊸	Aerial Jump
㊹	Splendor Armor
45	Dark Guard
46	Lunatic Sting
47	Aerial Guard
48	Fire Guard

▼Second sheet

No.	Arts/Skills
❶	Life Up
2	Thunder Blade
③	Heal Share Plus
❹	Slide Link Arts
6	Condemnation
⑥	Mental Up
❼	Assault Condition
⑧	Light Guard
❾	Higher Than Sky
❿	Touchdown
⓫	Exceed 3
⓬	Many-Many Link
⓭	Divine Strike
⓮	Revival Energy HP
⑩	Magic Fencer
⓱	Limiter
⓱	Revival Energy TP
⓲	Limiter 2
⓳	Cataract Ray
2	Vitality 2
㉑	HP Gain 2
2	Aerial Force
㉓	Spirits 2
2	Intelligence 2

No.	Arts/Skills
25	Glare Cage
㉕	Cyclone
㉗	Raging Sun
㉘	Stepper
2	Element Armor
㉚	Limits Fever
④	Dexterity 2
㉜	Agility 2
㉝	Stamina 2
㉞	Strength 2
㉟	Intelligence 3
㊱	Mind 2
㊲	TP Gain 2
㊳	Aerial Jump 2
㊴	Recall
㊵	Bench Warmer HP
4	Bench Warmer TP
㊷	Limiter 3
㊸	Appeal Target
㊹	All Guard
㊺	Aerial Armor
㊻	Mental Reverse
ⓘ	Spell Charge
48	Aerial Spell

Recommended leveling sample up to level 60

L.Lv. Guideline for Lilial Orb growth timing	Training points

1 ~

First Sheet, First Time Key Area 14

10 ~

First sheet, second time Key Area 24

First sheet, third time Key Area 27

20 ~

First sheet, fourth time Key Area 36

First Sheet, Fifth Time Key Area 4

30 ~

First card, sixth time Key Area 43

Second sheet, Key Area 13

40 ~

Second sheet, Key Area 19

Second sheet, Key Area 26

50 ~

Second sheet, Key Area 35

Second copy, fifth time Key Area 38

Make sure you can use the various lower-grade spells

- 1 Locktry
- Splash
- Round Edge 1

Since you initially learn "Fireball" and "Wind Cutter," first acquire all other lower-level spells. Also recommended is "Round Edge," which attacks in all directions.

Be sure to learn "Negative Holder," the key to combos!

- 20 Aerial Voltage 2 Combo
- Mental Supply
- 2 Aerial Back
- 1 Aerial Dash
- 32 Negative Holder
- 33 Landing

Once you learn "Negative Holder," you can continue combos while restoring AC from both ground and air. It dramatically strengthens your offense, so be sure to learn it. Also, skills related to aerial actions begin to appear, so acquire them in sequence.

Learn two powerful techniques to use in the air

- 28 Vanish Volt
- 65 Jump Cancel
- Lunatic Sting

Once you learn "Vanish Volt," you will be able to use the magical art "Lightning." Meanwhile, "Lunatic Sting" will launch enemies into the air when used midair, making it easier to continue combos.

Learn arts and skills that increase aerial actions

- 47 Aerial Guard
- Thunder Blade
- 9 Higher Than Sky
- 10 Touchdown
- 14 Revival Energy HP
- 10 Magic Fencer

Once "Aerial Guard" allows you to guard while airborne, you can land more safely after aerial combos. Also, be sure to learn the art "Thunder Blade" and the ultimate "Higher Than Sky." The magical art "Lightning (Advanced)" usable with "Thunder Blade" is useful because it attacks a wide area in front of you.

Aim for "Aerial Spell" and "Spell Charge"

- 46 Glare Cage
- 27 Raging Sun
- 41 Spell Charge
- 48 Aerial Spell

While learning advanced fire and light arts, aim for two skills that greatly enhance spells. In particular, "Aerial Spell" allows you to cast spells in midair, making even long casting spells less susceptible to interruption, so you definitely want to acquire it.

ALTERNATIVE If aerial-type skills are unnecessary, focus on stats

Learning aerial-type skills expands your aerial actions, but if you find them difficult to master, it's not a problem to skip them. Instead, use those GP to raise various stats.

Especially when Mira is set to auto, she doesn't use aerial actions much. If you aren't controlling her directly, raising stats will ultimately contribute more to combat power than teaching action-related skills.

Alvin

Alvin

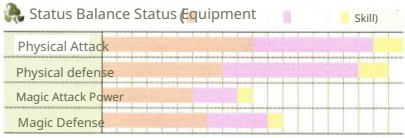
| Power character specialized in physical attacks

They have the highest HP and Strength among all characters, and n o one matches them in physical attack power. Their Dexterity is als o high, making it easy to land critical hits. On the other hand, their magic defense is somewhat lacking, so equipping a hat as headgear is a viable option.

Status data

Initial status		When the first page is fully unlocked	When the second card is fully unlocked	Rating
HP	450	2402	5099	S
TP	90	198	346	E
Strength	62	504	1116	S
Stamina	50	402	889	B
Intellect	32	249	550	E
Spirit	39	306	676	D
Agility	40	314	692	D
Dexterity	47	391	867	A

Status Balance Status Equipment



Possible Equipment/Weapons

Weapon: Greatsword	▶ P.402	Body Armor: Mail/Armor ▶ P.416
Head Armor: Helm	▶ P.407	
Head Armor: Hat	▶ P.408	

Support Breaker

Break the enemy's guard and stun them

When the master's attack is guarded, an attack shrouded in a red aura will break the enemy's guard for you. Additionally, this attack is guaranteed to stun, which is a welcome point. Therefore, when Alvin is set as a slave, against enemies

Even if the guard holds, continue to press the attack and try to trigger the stun from the Breaker. Incidentally, the attack used to break the guard changes depending on the distance to the enemy: at close range it is a slashing attack, at long range it is a gunshot.

● Breaker characteristics

- When an enemy guards and Alvin is able to act, he will break the guard and stun the enemy for 6 seconds.
- When breaking the guard, if Alvin is close to the enemy he will slash with his sword; if he is far away he will fire his gun. In either case, the power is 50.

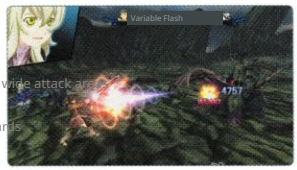
Will activate even without pincer attack placement. To do so, Alvin's position No need to worry about

Action: Attacker who specializes in long-range attacks

Alvin uses both sword and gun, so he can fight at both close and long range. He is particularly skilled at long-range combat and can deal large damage with gun techniques that take advantage of his high physical attack power. On the other hand, his movement and step speed are slower and his overall attack power is low. He becomes difficult to handle when surrounded by multiple enemies, so always check enemy positions and try to move to advantageous locations. Focusing on long-range combat in this way is Alvin's basic approach. Many of his attacks are wide-swinging.

Main Features

- Deals high damage in a single strike
- Both normal attacks and techniques often have long range and wide attack areas; many of them do
- Skills tend to trigger criticals easily and can also break enemy guards and armored stances more readily



Individual hits are powerful, so even without landing a combo, the damage dealt is sufficient.

Trait: Charge — Charging greatly alters the properties of techniques

When you execute any technique and continue holding the button, you raise your sword and begin charging. Once the charge is complete, the next technique you perform will change. By the way, remember that if you release the button midway, the charge will not activate even if you press it again.

Charging has a large vulnerability. Begin with long-range attack techniques such as "Demon Sword".

Skills related to charging

Skill	Effect when equipped
Speed Charge	Charge speed increases
Charge Keep	Allows you to maintain the charged state even if your attack does not hit
Charged Armor	While charging, you will no longer be staggered.
Charge Plus	Can charge one additional time
Charge Plus 2	Can charge one additional time
Charge Plus 3	Can charge one additional time
Charge Breaker	Landing an attack while in a charged state will break the guard.
Charge Breaker II	Landing an attack after charging four times makes it easier to break iron body (steel form).
Charge Mental Plus	Each time you charge, recover an amount of TP equal to 3% of your maximum TP.

Charging mechanics

Execute a technique

To charge, you must use one of the techniques. Then, from the moment it is activated, hold down the button.

Hold the button to charge

Combining sword and gun, the charge completes in about 0.6 seconds. The time required to charge and the number of charges possible vary by skill.

The next technique to be unleashed changes

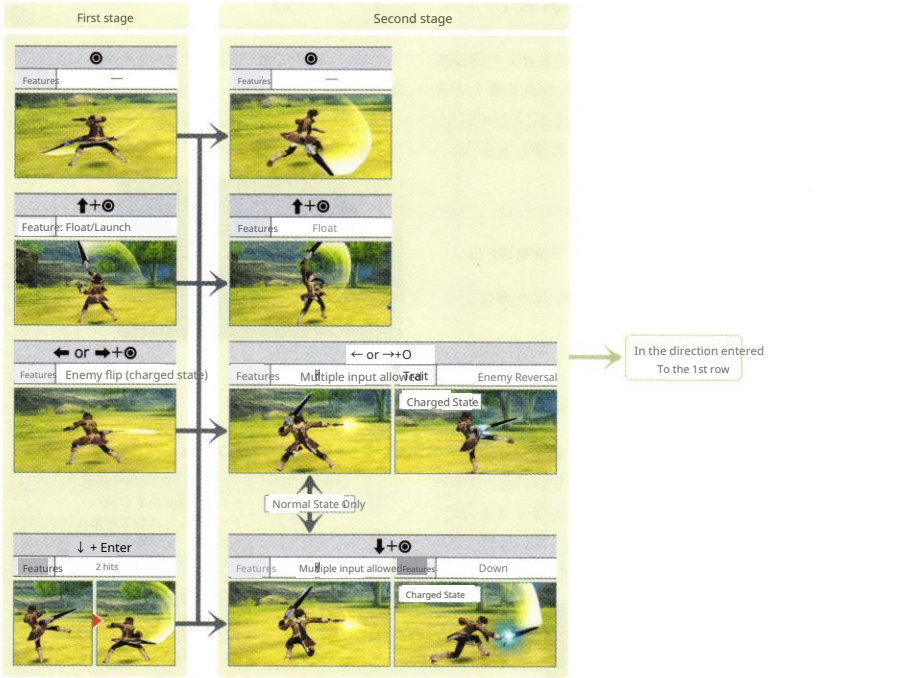
After charging, the properties of the technique you perform change. Once the technique is executed, the charged state is canceled and returns to the normal state.

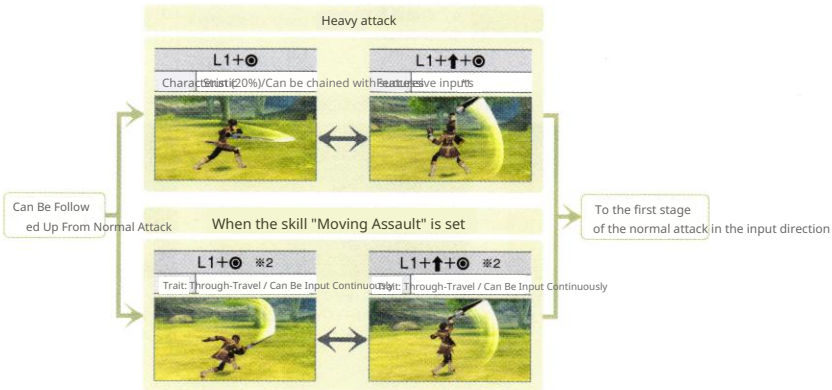
*Normal Attacks: Some attacks change between normal and charged states

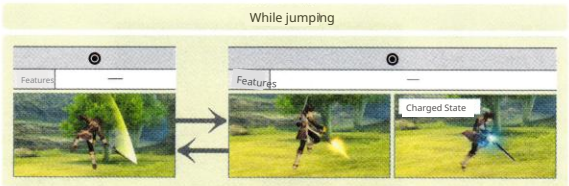
Alvin's normal attacks partially change when in the charged state. In the normal state, the second hit when inputting left, right, or down becomes a gunshot, allowing ranged attacks. In contrast, in the charged state, you cannot fire the gun; instead, you can perform attacks that flip enemies over or trip them. When performing normal attacks, check your current state.

In the normal state, gunshots can be fired continuously as long as there is AC.

Normal Attack Data




Heavy attack
L1+⊙
Trait: Stun (20%)/Can be chained with Features inputs
L1+↑+⊙
Can Be Followed Up From Normal Attack
When the skill "Moving Assault" is set
To the first stage of the normal attack in the input direction
L1+⊙ ※2
Trait: Through-Travel / Can Be Input Continuously
L1+↑+⊙ ※2
Trait: Through-Travel / Can Be Input Continuously



※1: Launch / Stun (20%) / Can Be Input Continuously
※2: Behavior when facing right. When facing left, use L1+ and L1+↑ The actions of + are swapped.

*Understand the performance changes caused by skill charge

Alvin's techniques, aside from the secret art "My Style Crimson Lotus Sword," all change through charging. These changes vary—such as increased power or a higher number of hits—but some, like "Strength: Demon God Sword," greatly alter how the move is used. Furthermore, moves like "Aerial Bullet"... The effects vary depending on the number of uses, so you should carefully check the data below.

Basically, all techniques are strengthened compared to normal, so when controlling Alvin, always be aware of charging as you act.

Technique Data

Martial Body — Majin Ken (Demon God Sword)

Sub-status — | Liberation Node 1

TP Cost 6 | Power 264 | Hit Count 2 | Physical/Magic Ratio 7:3 Break 2 Gauge 20

Characteristics | Count 【100/200】 Range & Projectile Speed UP 【400】 Enemy Penetration Gauge

Raise the sword and send a ground-crawling shockwave forward. It can of course be used as a long-range attack, and its advantage is that it can be charged quickly. When no enemies are nearby, be sure to switch to charging.

Resonance Jude Demon God Fist ▶ Mashin Renga (P.129) | – — ▶ —

Art/Technique — ▶ — | – — ▶ —

Charge Gou Majin Sword (Gou Majinken)

Sub-status — | Unlocked Nodes 1

TP Cost 6 | Power 330 | Hit Count 1 | Physical/Magical Ratio 7:3 Break 1 Gauge 10

Feature: Down | Count [200/400] Range Increase

Raises the sword high and slams it into the ground, creating a shockwave around the user. Not only does it cause down, but it also deals normal damage to enemies who are already down, making it powerful as a follow-up att

Resonance Jude | Majin Fist ▶ Majin Ren-Oh Slash (P.129) | – — ▶ —

Arts/Techniques — ▶ — | – — ▶ —

Martial Body — Tiger Fang Slash (Kogahazan)

Sub-status — | Unlocked Nodes 3

TP Cost 9 | Power 280 | Hit Count 2 | Physical/Magic Ratio 10:0 Break 2 Gauge 20

Characteristics | Count [200] Action Speed UP

After the upward slash, immediately follow with a downward slash. This is a fast move that is easy to incorporate into combos. Because you end up close to the enemy after the attack, if you have no AC remaining, be sure to backstep to create distance. Step back.

Resonance Mira Fireball ▶ Guren Sword (P.133) | Elise Pico Hammer ▶ Piko Break Slash (P.136)

Technique Owen Fireball ▶ Guren Sword (P.133) | — — ▶ —

Charge Tiger Fang Combo Kogarenzan

Sub-status — | Unlocked Nodes 3

TP Cost 9 | Power 420 | Hit Count 3 | Physical/Magic Ratio 10:0 Break 3 Gauge 30

Characteristics | Count [200] Action Speed UP

A three-stage slash that connects an upward slash to a midair sweep and finishes with a downward slash. Despite its low TP cost, its power is quite high. As with "Tiger Fang Break Slash," you end up close to the enemy after the attack.

Resonance Mira Fireball > Crimson Flame Sword (P.133) | Elise Pico-hammer ▶ Piko Break Slash (P.136)

Technique Owen Fireball ▶ Crimson Blade (P.133) | — — ▶ —

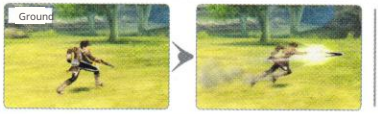
Martial Bo Shunjinken (Shunjin Ken)

Sub-status Agility Unlocked Nodes 14

TP Cost 8 Power 250 Hit Count 1 Physical-Magic Ratio 10:0 | Break 1 Gauge 10

Traits —

Count [100] Can be activated in mid-air



Thrusts the sword forward and charges. It has a relatively quick start, allowing you to close the distance to an enemy at once. Many of Alvin's attacks are wide-swinging, so when engaging in close-quarters combat, it's good to use this move as the starting point.

Resonance Leia Rapid-Claw ▸ Breach Cross (P.137)

Technique --- — ▸ — — — ▸ —

Charge Rapid Sword · Fang Cannon (Shunjin-ken · Houga)

Sub-status Agility Release Node 14

TP Cost 8 Power 375 Hit Count 2 Physical/Magical Ratio Break 2 Gauge 20

Features Down

Count [100] Can be activated in mid-air (\"Rapid Sword\" activates)

After charging forward and stabbing an enemy with the sword, follow up with a cannon blast. The enemy is sent flying and knocked down, making it difficult to continue a combo. If you want to pursue, perform several front steps and then use + to launch them.

Resonance Leia Swift Claw ▸ Breach Cross (P.137)

Arts/Techniques — ▸ — — — ▸ —

Martial Bo Variable Trigger (Fire) Sub-status Dexterity Unlocked Nodes 5

TP Cost 10 Power 300 Hit Count 1 Physical/Magical Ratio Break 1 Gauge 10

Trait: Launches (Float)

Count [200] Action Speed UP

Aim and shoot enemies with the gun held in the left hand. Its range is long enough to reach targets about four steps away, and the projectile speed is quite fast. Additionally, the recovery before and after the attack is short, making this a core technique for long-range combat.

Resonance Mira Condemnation Bakujin Sanga (P.133) Elise Tiposalive > Tibo BUSTER (P.137)

Arts/Techniques — ▸ — — — ▸ —

Charge Variable Flash (火) Sub-status Dexterity Unlocked Nodes 5

TP Cost 10 Power 600 Hit Count 1 Physical/Magical Ratio Break 1 Gauge 10

Trait: Launches (Float)

Count [200] Action Speed UP

Hold the sword with both hands and snipe forward. Its range is one step longer than "Variable Trigger," and its power is significantly increased. After the attack it charges, making rapid successive shots both easy and powe

Resonance Mira Condemnation Bakujin Sanga (P.133) Elise Tiposalive Tibo · BUSTER (P.137)

Technique --- — ▸ — — — ▸ —

Martial Bo Senkuu Reppa (Senkū Reppa) (光) Sub-status — Release Node 32

TP Cost 12 Power 300 Hit Count 2 Physical/Magical Ratio Break 2 Gauge 10

Trait: Launches (Float)

Count 【200】 Status Change Points UP / Gauge +5

Ascends while performing a spinning slash. It can attack in all directions, so it is effective when enemies are clustered together. However, after the attack there is vulnerability until landing. When using it, be sure to check the surrou

Resonance Mira Distornova ▸ Dragon-Tiger Annihilation Fang Slash (P.133) — ▸ —

Arts/Techniques — ▸ — --- — ▸ —

Charge Senkuu 穿 ppa (Senkū Shōreppa)

(Light) Sub-status — Unlocked Nodes 12

TP Cost 12 | Power 450 | Hit Count 3 | Physical/Magical Ratio 10:0 | Break 3 | Gauge 20

Trait: Launch / Enemy Inversion | Count [200] Status Change Points UP / Gauge +5

Rises with a spinning slash and follows up with a sweeping pursuit attack. Its at tack range is wide and can hit multiple e nemies, but it has large openings. After landing, be sure to chain into other attacks or use a backstep to cr

Resonance Mira Distol Nova > Dragon-Tiger Annihilation Fang Slash (P.133) — —

Arts/Techniques — — — —

Martial B Tide Bullet

Sub-status — Unlocked Nodes 24

TP Cost 10 | Power 700 | Hit Count 5 | Physical/Magical Ratio 10:0 | Break 5 | Gauge 50

Features Launch | Count 【200】 Launch 【400】 Hit count +1 (Power +140) / Area expanded

Sweep the front with gunfire. Power is high, but the number of hits easily decreases depending on the enemy's size and distance. Use the area to group and attack enemies in front, or use it when landing combos on larger enemies.

Resonance Jude Bubble-Shift > Tenryū Tsuiha Sen (P.129) — —

Arts/Technique — — — —

Charge Tide Spark

Fire Substat — Unlocked Nodes 24

TP Cost 10 | Power 700 | Hit Count 5 | Physical/Magic Ratio 10:0 Break Gauge 50 | 5 | Gauge 50

Trait: Launches (Float) | Count 【200】 Launch 【400】 Hit count +1 (Power +140) / Area expanded

A technique that both slashes with a sword and performs a sweeping It comes out faster than "Bullet" and has a wider range. This makes it easier to incorp orate into combos, so you'll want to charg e it when possible and use this.

Resonance Jude Rolling Bubble > Tenryu Tsuijin Sen (転留追刃穿) (P.129) — —

Arts/Techniques — — — —

Martial Body Technique Guardian Phalanx Shugo Houjin

(Light) Sub-status Spirit — Unlocked Nodes 12

TP Cost 15 | Power 216 | Hit Count 4 | Physical/Magical Ratio 10:0 Break 4 Gauge | 40

Feature HP Recovery 5% × 3 | Count [200] Action Speed UP [400] Healing Effect +3%

Planting the sword into the ground and attacking the surroundings simultaneously restores a small amount of HP. While recovery is not easily interrupted, its power is relatively low and the amount healed is not large. Consider it primarily as an emergency means of recovery.

Resonance m Absolute Core > Guardian Ice Spear Formation (P.137) — —

Arts/Techniques — — — —

Charge Guardian Cannon Pursuit Formation Shugo Houtsuijin

(Light) Sub-status Spirit — Unlocked Nodes 12

TP Cost 15 | Power 216 | Hit Count 4 | Physical/Magical Ratio 10:0 Break 4 Gauge | 40

Feature HP Recovery 5% × 3 | Count [200] Action Speed UP [400] Recovery Effect +3% | Gauge

"Guardian Array" has a wider area of effect, and while the skill is active you can act, so the openings are reduced. When you want to heal Alvin's HP, always charge and use this one.

Resonance m Absolute Core > Guardian Ice Spear Formation (P.137) — —

Arts/Techniques — — — —

Martial Skill Aerial Bullet — Wind — Sub-status — — Unlocked Nodes 36

TP Cost 14 | Power 270 | Hit Count 3 | Physical/Magical Ratio 10/0 | Break 3 | Gauge 30

Trait: Launches (Float) | Count [200] Hit Count +1 (Power +68)

Slash upward with the sword and follow up with gunfire on the launched enemy. This move has a relatively quick startup and makes it easy to continue a combo after the attack. However, if the enemy is not launched, t

Resonance Jude Hiten Shouku ▸ Hiten Shousei-ku (P.129) — — — —

Arts Skill — — ▸ — — — ▸ —

【Charge Aerial Razor — Sub-status — — Unlocked Nodes 36

TP Cost 14 | Power 338 | Hit Count 3 | Physical/Magical Ratio | Break 3 | Gauge 30

Features Down | Count 【200】 Launch

More powerful than "Aerial Bullet" and after using it 200 times you can launch enemies while they are down. It's easier to incorporate into combos, but it's still best not to use it on enemies with a hardened body.

Resonance ude Flying Sky Dash ▸ Hiten Shousei-ku (P.129) — — — —

Arts/Techniques — ▸ — — — ▸ —

Martial Be Shingetsu Shingetsu Sen — Sub-status — — Unlocked Nodes 24

TP Cost 16 | Power 380 | Hit Count 2 | Physical/Magical Ratio | Break 2 | Gauge 20

Attribute: Launch | Count 【200】 Increased Range

While advancing, performs a rotating slash twice. Because it can attack in all directions, when multiple enemies surround you, it can deal damage to them all at once. If you backstep after the attack, there is less worry about r

Resonance Leia Great Wheel Moonflower ▸ Gouhatenbuyou (P.138) — — — —

Technique — — ▸ — — — ▸ —

Charge: Shingetsu Sōsen (True Moon Sweeping Slash) — Sub-status — — Unlocked Nodes 24

TP Cost 16 | Power 380 | Hit Count 4 | Physical/Magical Ratio | Break 4 | Gauge 40

Trait: Launches (Float) | Count 【200】 Increased Range

Performs four consecutive rotating slashes. It advances a considerable distance while knocking enemies away, making it effective when you want to separate enemies from allies. On the other hand, be careful because it can easily

Resonance ia: Great Wheel Moonflower ▸ Gouhatenbuyou (P.138) — — — —

Arts/Techniques — ▸ — — — ▸ —

Martial Body Skill: Rain Bullet — Water — Sub-status — — Unlocked Nodes 16

TP Cost 17 | Power 200 | Hit Count 4 | Physical/Magical Ratio | Break 4 Gauge 40 Gauge 200/400】 Hit Count UP (Power +50 per hit)

Attributes: Launches airborne | Count

Fires an energy projectile into the sky, which after about 2.5 seconds falls around the targeted enemy. The projectiles rain down over a wide area, so they rarely hit small enemies, but against large enemies the hit count increases greatly, allowing for expectation of massive damage.

Resonance: Rowen Severed Fate ▸ Fatal Circular (P.137) Leia Heal — ▸ Yell Shower (p. 138)

Technique — — ▸ — — — ▸ —

Charge Shooting Rain

Water | Sub-status — | Release Node 46

TP Cost 17 | Power 200 | Hit Count 4 | Physical/Magic Ratio 10:0 Break 4 | Gauge 40

Features Float | Count [200/400] Hit Count UP (Power +50 per hit) Bullets

fall over a wider area than "Rain Bullet," and the time until they fall is about 2 seconds, making it faster. Since it is still hard to deal heavy damage to a single enemy, use it to hold multiple enemies in place.

Resonance Loen Severed Fate > Fatal Circular (P.137)

Arts/Techniques —

Leia | Heal — | Yell Shower (p. 138)

Martial Bo Earth Dragon Chiryūsen

Earth | Sub-status — | Unlocked Nodes 27

TP Cost 13 | Power 320 | Hit Count 2 | Physical/Magical Ratio 8:2 Break 2 | Gauge 20

Trait: Launches (Float) | Count [100] Action Speed UP 【200】 Attract

Plant your sword into the ground to generate a shockwave—an earth-attribute technique. This shockwave reaches a distance equivalent to two steps, so link it from other ranged attacks like "Majin Sword" to set up combos.

Resonance Mira Rocktry

Technique —

Quake Raider (P.133)

Charge - Earth Dragon Flash Overlord (Chiryū Senha)

Earth | Sub-status — | Unlocked Nodes 27

TP Cost 13 | Power 480 | Hit Count 3 | Physical/Magical Ratio 8:2 Break 3 Gauge 30

Feature: Down | Count 【100】 Action Speed UP 【200】 Pull

After generating a shockwave from the plunged sword, additional shockwaves are produced around the sword. These shockwaves do not hit distant enemies, but after being used 200 times and gaining a pull effect, they become eas

Resonance - Mira Locktry

Art/Technique —

Quake Raider (P.133)

Martial Bo Chase Bullet

Sub-status | Dexterity | Unlocked Nodes 13

TP Cost 12 | Power 220 | Hit Count 1 | Physical/Magic Ratio 10:0 Break 1 | Gauge 10

Trait: Launches (Float) | Count 【200/400】 Range UP

Leap into the air and fire a projectile that homes in on a targeted enemy. If released during a jump after a front step, you can shoot the projectile while closing in on the enemy. Note that the projectile disappears after traveling the dis

Resonance - Elise Tipovacuum > Tibo Chaser (P.137)

Art/Technique —

Charge Chase Cannon

Sub-status | Dexterity Liberation Node 13

TP Cost 12 | Power 218 | Hit Count 3 | Physical/Magic Ratio 10:0 Break 3 | Gauge 30

Features Float | Count 200/400】 Range UP

"Compared to 'Chase Bullet', it surpasses in projectile speed, range, and number of hits, making it easier to land on enemies. However, the total power is slightly reduced. Use this when you want to prioritize hitability and hit count."

Resonance Elise Tipovacuum > Tibochaser (P.137)

Techniques —

Martial Br Claw Dragon Consecutive Fang Slash Souryuu Rengazaan

Sub-status — Unlocked Nodes 2

TP Cost 20 | Power 350 | Hit Count 5 | Physical/Magical Ratio 100 | Break 5 | Gauge 50

Characteristics | Count 【200】 Action Speed UP

A five-hit combo that alternates slashes and gunshots. It excels in attack range and number of hits, and its overall animation is fast, making it easy to include in combos. This becomes Alvin's main move in close combat, so be sure to equip it after learning it.

Resonance — | Arts/Techniques —

Charge Cannon Dragon Fang Slash Hōryū Rengazan

Sub-status — Unlocked Nodes 2

TP Cost 20 | Power 420 | Hit Count 6 | Physical/Magical Ratio 100 | Break 6 | Gauge 60

Features Launches/Knock-up | Count [200] Action Speed UP

From a sequence of four consecutive slashes, impales the enemy and fires a blast. Compared to "Claw Dragon Consecutive Fang Slash," the attack range is further expanded and its power increased. After the attack you can

Resonance — | Arts/Techniques —

Martial Technique Wide Shot

Sub-status — Unlocked Nodes 29

TP Cost 18 | Power 330 | Hit Count 5 | Physical/Magical Ratio 100 | Break 5 | Gauge 50

Trait: Launches opponent | Count 【100】 Action Speed UP 【200】 Knockdown/Flip-up

A technique that fires a massive energy projectile forward. Even when used from a slightly longer distance, performing a front step immediately afterward allows for a follow-up attack. Note that the projectile's range is equivalent t

Resonance Jude Palm Strike — Armor-Rejecting Palm Break (P.129)

Arts/Techniques —

Charge Shell Vanguard

Sub-status — Unlocked Nodes 29

TP Cost 18 | Power 495 | Hit Count 5 | Physical/Magical Ratio 100 | Break 5 | Gauge 50

Trait/Feature Launches/Knock-up | Count [100] Action Speed UP [200] Knock-up

Unleashes a massive shockwave that crawls along the ground. It is effective as a long-range attack, but it links from normal attacks and slightly launches enemies it hits, so incorporating it into close-range combos can also be fun.

Resonance Jude Palm Strike — Armor-Rejecting Palm Break (P.129)

Arts/Techniques —

Martial Br Majin Shenkodan (Majin Flash Slash)

Sub-status — Unlocked Nodes 29

TP Cost 24 | Power 480 | Hit Count 2 | Physical/Magical Ratio 100 | Break 2 | Gauge 20

Characteristic: Down | Count [100] Usable in mid-air

Leap into the air, then slash down with the sword while falling to create an explosion. It can hit a wide area in front but has slow startup, so avoid using it in combos and use it when you want to attack grouped enemies.

Resonance Mira Banish Volt — Claw Thunder Slash (P.133) | Mira Thunder Blade — Assault Claw Thunder Slash (P.133)

Arts/Techniques —

Charge Majū Shenkodan (Demon Gun Flash Slash)

(Fire) | Sub-status — | Unlocked Nodes 29

TP Cost 24 | Power 880 | Hit Count 2 | Physical/Magical Ratio 10:0 | Break 2 | Gauge 20

Features Down | Count [100] Usable in mid-air

After jumping up, spin and drive the sword into the ground with force. It can attack in all directions and has very high power, so you can expect massive damage. Especially against enemies weak to fire, you should use it aggressively.

Resonance Mira Punish Volt — Claw Thunder Slash (P.133) | Mira Thunder Blade > Assault Claw Thunder Slash (P.133)

Technique — — | — — | — —

Majin Bakuen Zan

Sub-status — | Unlocked Nodes 25

TP Cost 26 | Power 540 | Hit Count 3 | Physical/Magical Ratio 10:0 | Break 2 | Gauge 20

Features Down | Count [100] Break +2 / Status Change Points UP [200] Guard Break

Slash the fireball shot from the gun with a sword to make it explode. If the enemy is too close, the fireball may not hit, so use it from a distance of about 1–2 steps away. It has slow startup and is hard to combo, so it's best used as a single hit.

Resonance — Reflect Bombing (P.130) | — — | — —

Technique — — | — — | — —

Charge Magic Gun Blaze 斬 Majuu Bakuen Zan

Sub-status — | Unlocked Nodes 25

TP Cost 26 | Power 1080 | Hit Count 3 | Physical/Magical Ratio 10:0 | Break 3 | Gauge 20

Feature: Down | Count 【100】 Break +2 / Status Change Points UP 【200】 Guard Break

The fireball becomes larger than in "Majin Blazing Slash," and the explosion spreads wider. Its power is among the top of all techniques, and when used against enemies weak to Fire, it can deal tremendous damage.

Resonance Jude Flying Swallow Linked Kick — Reflect Bombing (P.130) | — — | — —

Techniques — — | — — | — —

Martial Ba Muzzlebark

Sub-status Intelligence | Release Node 27

TP Cost 28 | Power 500 | Hit Count 4 | Physical/Magical Ratio 10:0 | Break 4 | Gauge 40

Trait: Launches (Float) | Count [200/400] Hit Count +1 (Power +125)

After slashing forward in an X pattern, send a shockwave with the gun. It has quick startup and is suitable for combos; additionally, the hit count can increase by up to 2 depending on usage count, making it attractive for greatly boosting power.

Resonance — — | — — | — —

Technique — — | — — | — —

Charge Muzzle Roar

Sub-status Intelligence | Unlocked Nodes 27

TP Cost 28 | Power 750 | Hit Count 6 | Physical/Magical Ratio 10:0 | Break 6 | Gauge 60

Trait: Launches (Float) | Count 200/400】 Hit Count +1 (Power +125)

"Muzzle Park" with increased power and hit count. Its startup speed remains the same, so use it for combos. After using it 400 times to increase the hit count, use it against enemies weak to Dark attribute to deal massive damage.

Resonance — — | — — | — —

Arts/Techniques — — | — — | — —

Special Arts Gariyu Gurenken (Gariyu Crimson Lotus Sword) (Fire) Sub-Status — Unlocked Nodes 9

TP Cost	30	Power	1000	Hit Count	2	Physical/Magical Ratio	10:0	Break	2	Gauge	20
Features	Down					Count	—				

An ultimate technique where the sword, rubbed on the ground to ignite it, is swung upward. It has long forward reach and fast startup, making it suitable for combos. When chaining from an attack that uses the gun, inserting a fro

Secret Art Expendable Pride 火 Sub-status — Unlocked Nodes 9

TP Cost	0	Power	3200	Hit Count	8	Physical/Magical Ratio	10:0	Break	8	Gauge	0
Feature: Guaranteed Hit/Down						Count	—				

After firing countless bullets downward, it rushes forward with the sword wrapped in flames. The gunfire rarely hits enemies other than the aimed target, but the final explosion can engulf enemies around the target.

Tactics Charge while aiming from a distance

To play mainly using arts from a charged state, understand situations where you can safely charge. There are mainly two timing patterns: one is after putting distance between you and the enemy and unleashing a long-range attack, and the other is after landing a move that knocks the enemy down. In situations other than these, do not force a charge.

Charge again. After unleashing a ranged move, continue charging from the charged state to attack from a

Main timings to charge

Put distance and charge after moves like "Tide Bullet"

Use moves like "Tide Bullet" from a distant position and then charge. Because charging is the objective, there is no need to insist on landing the attack you used.

Charge from an arts that knocks the enemy down

After landing a downing move such as "Gou Majin Sword", transition directly into charging. You should be able to complete the charge with time to spare before the enemy gets back up.

*How to handle openings when a Charge state ends

When you perform a technique while in a Charge state and the combo breaks so that the charge count reaches 0 at the timing the combo is interrupted, an opening occurs where the sword and gun separate. This opening cannot be shortened by guarding or stepping, so it is especially dangerous in close combat. Therefore, if the charge count will be 0 after a combo ends, immediately backstep to create distance. Note that the opening can be removed by the method on the right.

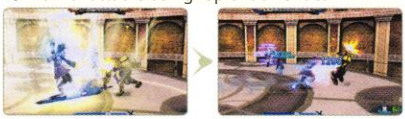
How to eliminate the opening from separation

Using gun-using attacks such as "Tide Bullet" removes the opening caused by separation. However, the inherent openings of those techniques themselves are not removed, so the best approach is to cover them with a ba

Special Deliver a lethal blow with "Splendor Critical"!

Alvin's skills include many that make criticals more likely. Among them, the powerful "Splendor Critical," which makes attacks during a combo always critical, stands out. With combos from Charge-enhanced techniques, it can deal tremendous damage. Although Alvin usually focuses on ranged combat, once you learn this skill it's a good idea to actively engage in close combat.

Flow of attacks using "Splendor Critical"



Complete the charge in advance and wait in ambush for the enemy to approach. When the enemy attacks, time a backstep to evade, then immediately strike with the enhanced technique.

Main skills for enhancing offense

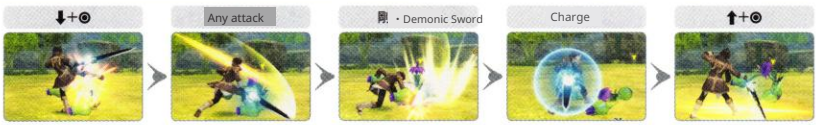
Skill	Effect when equipped
Physical Convert A	Reduces magic attack power by 25% and increases physical attack power by 25%
Chivalry	If a female character is participating in battle, each one increases Strength, Stamina, Intelligence, Spirit, Agility, and Dexterity by 5%
Attack Feint	The chance to cause stun with physical attacks increases by 5%

Skill	Effect when equipped
Critical	Increases the chance to land critical hits by 3% All attacks become critical during Overlimits
Critical Key B	
Stopper	Extends the stun/rigidity time when a normal attack hits by 25%
Splendor Critical	After evading an attack with a backstep, the next combo will all be critical

Recommended Combos

Secure time to charge while inflicting a knockdown

AC2 or higher 3+ HIT



After completing a charge, use the 2-hit + starter while leaving one charge remaining to continue the combo. When your remaining AC gets low, strike with "Sturdy/Demonic Sword" to cause a down.

The key is to keep holding the button to charge at that moment. Once the charge is complete, use the + starter that can knock enemies and continue the combo again.

Incorporate gun attacks to eliminate the openings from weapon separation

AC3 and above 5+ HIT

When incorporating an enhanced skill into a combo, the vulnerability that occurs when the charge count reaches 0 is troublesome. In that case, use the method for removing the vulnerability introduced on the left page. Once you have executed the [illegible] immediately unleash "Tide Bullet." By eliminating the separation vulnerability this way and then backstepping, there is almost no [illegible] Note that if the skill used is anything other than "Tide Bullet," you cannot recover AC.

Continue the combo by linking from "Wide Shot" into a front step

AC2 or higher, 6+ HITS

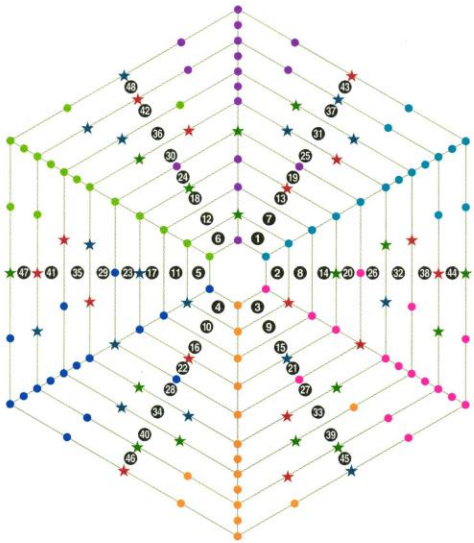
Use "Shunjinken," which can quickly close the distance to enemies, as the starting point and connect the combo through to "Wide Shot." The key point here is linking from "Wide Shot" into a front step. By doing this, you can recover AC while "Wide Shot" hits and the enemy is staggered. Once AC has recovered, pursue the enemy before they recover from the staggered state.

Development policy: Thoroughly increase the physical attack power, which is a strength

To increase Alvin's major strength, his physical attack power, prioritize raising Strength. If you also raise Agility and Stamina, he should gain overwhelming attack power against enemies. Alvin also has high Dexterity and easily lands critical hits.

Along with the aforementioned stats related to physical attack power, raising Dexterity will further increase damage. Intelligence and Spirit are sufficiently increased through learning arts and skills, so you don't need to prioritize them.

■ Arts and skills learnable with the Lirial Orb (red text indicates key areas)



How to Read the Icons
- Arts/Skills
- HP
- TP
- SP
- Strength
- Stamina
- Intelligence
- Spirit
- Agility
- Dexterity

▼1st card

No.	Arts/Skills
①	Demon God Sword
②	Vitality
③	Tiger Fang Break Slash
④	Splendor Assault
⑤	Grow-Up Heal
⑥	Magic Guard
⑦	HP Gain
⑧	TP Gain
9	Combo TP Support
⑩	Wergard
⑩	Flash Guard
⑫	Guardian Phalanx
13	Earth Guard
⑭	Shunjinken (Swift Blade)
15	Attack Feint
⑯	Exceed
⑰	TP Drain Guard
⑩	Wind Guard
10.	Spirits
2	Charge Plus
㉑	Immunity
2	Combo Mental Supply
㉓	Link Slasher
㉔	Tide Bullet

No.	Arts/Skills
2	Chivalry
2	Exceed 2
7	Earth Dragon Flash
2B	HP Relax
㉙	Wide Shot
61	Natural Recover
㉛	Aqua Guard
㉜	Senkū Reppa (Flash Sky Rift)
㉝	Charge Plus 2
㉞	Moving Assault
65	Critical
6	Aerial Palette
㊲	Dexterity
㊳	Agility
69	Stamina
4	Strength
4	Intelligence
4	Mind
㊸	Vitality 2
4	Charge Keep
45	Dark Guard
46	Rain Bullet
47	Stopper
48	Fire Guard

▼Second sheet

No.	Arts/Skills
①	Life Up
2	Claw Dragon Consecutive Fang Slash
③	Heal Share Plus
④	Delay Ring Arts
6	Variable Trigger
⑥	Mental Up
⑦	Assault Condition
⑧	Light Guard
⑨	Garyū Guren Ken (My Style Crimson Lotus Sword)
10	Physical Convert A
11	Exceed 3
12	MeniMeni Link
13	Chase Palette
14	Revival Energy HP
15	Physical Convert D
⑩	Limiter
⑰	Revival Energy TP
⑱	Limiter 2
19	Charge Breaker
2	Vitality 3
21	HP Gain 2
22	Strength 2
㉒	Spirits 2
㉔	属性 Month 閃

No.	Arts/Skills
㉕	Demon God Explosive Flame Slash
㉖	Charge Plus 3
㉗	Muzzlebark
2	Stepper
29	Demon God Flash Slash
㉚	Limits Fever
㉛	Dexterity 2
㉜	Agility 2
㉝	Stamina 2
㉞	Strength 3
㉟	Intelligence 2
㊱	Mind 2
㊲	TP Gain 2
㊳	Recall
㊴	Limiter 3
㊵	Bench Warmer HP
㊶	Bench Warmer TP
㊷	Speed Charge
㊸	Appeal Target
㊹	All Guard
㊺	Critical Keep
㊻	Life Rebirth
㊼	Charge Mental Plus
㊽	Splendor Critical

Recommended leveling sample up to level 60

L.Lv. Guideline for Lilial Orb growth timing	Training points
1 ~ First sheet, first time — Key Area 14	Having a "Guardian Formation" that can restore HP is useful ⑫ Guardian Phalanx ⑩ Attack Feint Alvin initially learns easy-to-use arts like "Demon Sword" and "Tiger Fang Break Slash." First, to be able to recover HP in emergencies, it's good to learn the "Guardian Formation".
10 ~ First sheet, second time — Key Area 24 First sheet, third time — Key Area 27	Strengthen the charge aspect while learning "Wide Shot" ⑳ Charge Plus ㉓ Links Slasher 2 HP Relax ㉙ Wide Shot ㉚ Natural Recover ● Flash Void Rift ㉝ Charge Plus 2 At the start, you can only charge once. With this you can't repeatedly use enhanced skills, so be sure to learn the various Charge Plus abilities. Also, "Wide Shot," which can make both long-range attacks and close-combat combos powerful, should be prioritized among techniques.
20 ~ First sheet, fourth time — Key Area 36 First sheet, fifth time — Key Area ㉚	Improve the usability of charge techniques with "Charge Keep" ○ Agility ㉟ Stamina ㊹ Charge Keep Once you learn "Charge Keep," your number of charges is preserved even if you unequip an enhanced technique. Many gun-based techniques are straight-line attacks, so it's reassuring to have this set for when you miss.
30 ~ First copy, sixth time: Key Area ㊲ First sheet, first time — Key Area 16 First sheet, second time — Key Area 24	Be sure to learn the strongest ranged attack, "Variable Trigger" 6 Variable Trigger ❾ My-Style Crimson Lotus Sword ● Revival Energy HP ⑮ Physical Convert D ⑱ Charge Play Car ㉒ Strength 2 Here you can learn the extremely powerful "Variable Trigger." The "Flash" unleashed during a charge boasts exceptional power for a long-range attack, so once you produce the second Lirial Orb, you should make it your top priority to learn it.
40 ~ First sheet, third time — Key Area 25 First sheet, fourth time — Key Area 34	
50 ~ First sheet, fifth time — Key Area ㊷	Make learning "Speed Charge" your highest priority! ㉕ Charge Plus 3 ㉖ Stepper 68 Recall 6 Critical Keep ⑦ Charge Mental Plus ㊸ Splendor Critical With "Speed Charge," you can drastically shorten the time required to charge. This becomes the final key area, so focus on developing the Lirial Orb. If you also learn "Splendor Critical" at that time, your offensive capabilities will be rock-solid.

ANOTHER Greatly increased combat power in a harem state!?

"Chivalry" raises stats for each additional female character participating in battle. Equipping this can boost attributes like strength by up to 15%. Alvin's physical attack power increases further, and "Variable Flush" greatly increases the damage dealt. Also, a party composed mainly of women has a good balance of offense and healing, making it capable of handling any enemy. Rampage while Jude and Lowen watch from the sidelines.

Elise Lutas

Elise Lutus

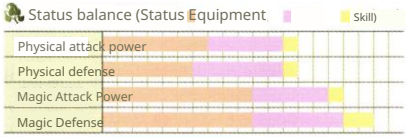
|A rear guard type excelling in magic defense

Excelling in intelligence and spirit, with spirit being the highest among all characters. Combined with equipment, he boasts considerable magic defense. However, his HP is low, so he is not very resilient to hits, and his physical defense is also low, making it important to avoid taking attacks.

Status data

Initial status		When the first card is fully unlocked	When the second card is fully unlocked	Rating
HP	360	1688	3522	C
TP	115	266	472	A
Strength	40	322	711	C
Stamina	35	288	636	D
Intellect	54	440	975	A
Spirit	61	497	1098	S
Agility	37	276	606	D
Dexterity	43	343	762	C

Status balance (Status Equipment Skill)



, equipment may include weapons

Weapons: Staff P.403
Body Armor Clothing P.417
Head Deodorant
Circlet P.410
Ribbon P.411

Support — Tipo Drain: Absorbs HP and TP from enemies and returns them to the master

Tipo has a certain chance to absorb HP and TP from enemies and return it to the master. The recovery amount is small—about 10% per activation—but as long as the conditions are met, it can absorb repeatedly. When the master's TP is low, the activation rate increases significantly ● Features of Tipo Drain

◆ Absorbs HP and TP from the targeted enemy and restores the master's HP and TP by up to 10% of their maximum. ◆ Base activation chance is 2%. +10% if the master's HP is below 50% or if the enemy is a boss type; +15% if the enemy is a technique type; +30% when the enemy is launched by an attack; +50% if the master's TP is below 50%

Therefore, its activation rate increases widely, so normally keep it linked with other characters and switch the link to Elise when the controlled character's TP starts to drop. Incidentally, Tipo

Even when Tipo Drain activates, the enemy's HP does not decrease.

Actively try to trigger it when enemies you are linked to are launched, as the activation rate increases

[Action] Can support allies with recovery and offensive techniques

In addition to being able to use many techniques that resto re HP, she has a range of dark-element techniques. Focusing mainly on these techniques, Elise's primary role is to support t he party from the rear. On the other hand, her movement and step speeds are slow, and she is weak in close combat. Try to avoid getting too close to enemies whenever possible.

Main Features

- ◆Can use many techniques that can recover the HP and cure status condition changes of multiple allies
- Many techniques are imbued with the dark element
- Normal attacks have a slightly longer range

☆Trait: Switching Tibo

Switches between Tipo OFF, which favors powerful techniques, and Tipo ON, which favors skills

Pressing the L3 button performs an appeal and sim ultaneously toggles Tipo between OFF and ON. This c hanges the performance of normal attacks and techni ques: in the OFF state techniques are stronger, while i n the ON state spells are stronger. Therefore, it is imp ortant to switch Tipo according to the technique bein g used. Note that the Tipo state at the start of battle c arries over from the previous battle.

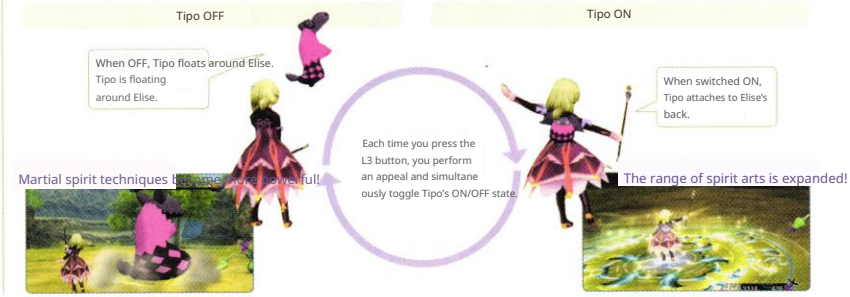
Perform this when it is safe. Cannot be shortened by guarding or similar actions. The action when switching

Skills related to switching Tipo

Skill	Effect when equipped
Warrior	When Tipo is in the OFF state, damage dealt by martial-techniques increases by 1.5 times
Warrior 2	When Tipo is OFF, movement speed increases by 25% and the distance of steps increases by 25%.
Wizard	When Tibo is ON, damage dealt by spirit arts is multiplied by 1.5.

Skill	Effect when equipped
Wizard 2	When Tipo is ON, casting time is reduced by 40%
Tipo Master	When performing an appeal, HP recovers by 5% of its maximum and TP recovers by 5% of its maximum.
Close Together	During battle, Tipo is always ON, and switching Tipo will make you perform only appeals.

Mechanism of Switching Tipo

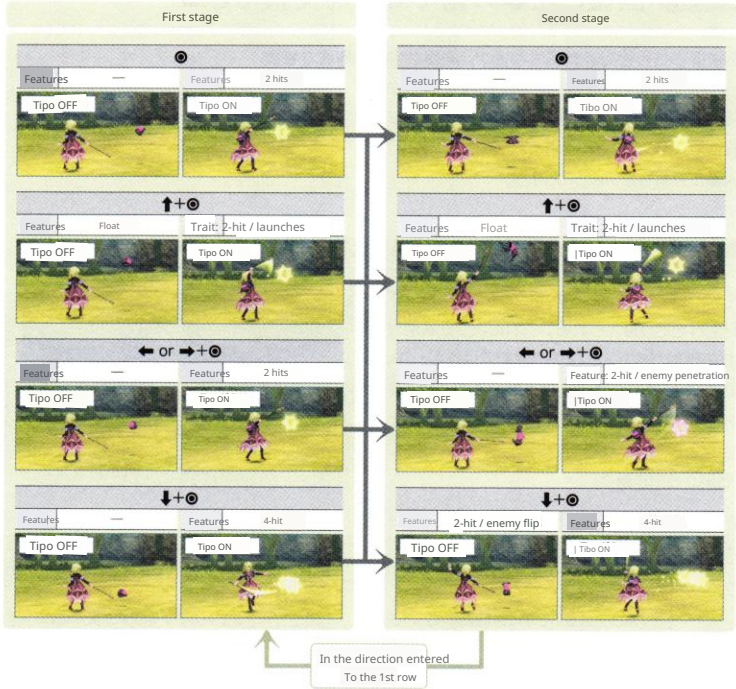

Tipo OFF
Tipo ON
When OFF, Tipo floats around Elise. Tipo is floating around Elise.
When switched ON, Tipo attaches to Elise's back.
Each time you press the L3 button, you perform an appeal and simultaneously toggle Tipo's ON/OFF state.
Martial spirit techniques become more powerful!
The range of spirit arts is expanded!

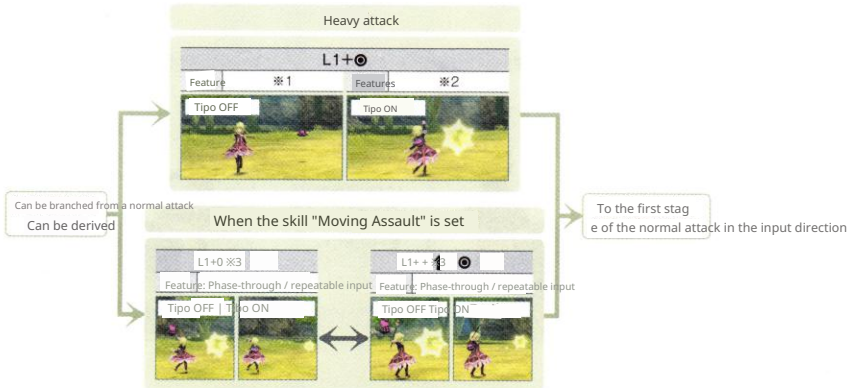
*The Tipo ON state, which has a longer normal attack range, makes normal attacks easier to use

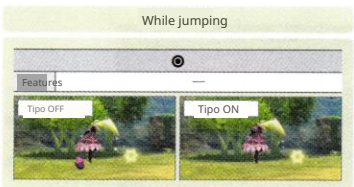
Normal attacks also change depending on Tipo's ON/OFF state: in OFF state, Tipo performs close-range attacks, while in ON state, it fires light projectiles from the staff as long-range attacks. For Elise, who wants to avoid close combat and use arts, it's recommended to keep Tipo in the long-range ON state. Fast-starting and wide-range Use and other moves to prevent enemies from getting close.

ON state ↓ + ●
This attack hits four times at close range and is easy to rack up hit counts.
It is easy to build up hits.

Normal Attack Data







※12 hits / stun (20%) / repeatable input.
※2: 2-hit / juggle / stun (20%) / repeatable input.
※3: Action when facing right. When facing left, the actions for L1+ and L1+1+ are swapped.

*Arts: A wide selection of healing arts is available

Elise possesses techniques to restore HP and cure status ailments and changes. In particular, the skills that can heal multiple allies at once are exclusive to Elise, making her the party's lifeline in battles against powerful enemies.

Power and number of hits are of course affected, and the effect range and the amount of HP recovered also change significantly, so check the data below and learn to switch between OFF and ON states. Note that all the data below are based on the OFF state.

Also, techniques other than Mystic Arts and Secret Mystic Arts change performance depending on whether Tipo is OFF or ON.

Technique data (〈〉 indicates performance when Tipo is ON)

Lower-tier Technique: Pixie Circle

Casting Time 2 seconds | Unlocked Nodes 3

TP Cost 12 | Power — | Hit Count — | Physical/Magic Ratio — | Break — | Gauge 0

Characteristics HP Recovery 10% <HP Recovery 20%> | Count —

Recovers the HP of allies within the area. The effect range in the OFF state is narrow—about one step from the center—but in the ON state it expands up to two steps and the recovery amount doubles. When using it, you will want to set Ti

Resonance Jude Healing Art Technique — — | Aid All (P.130) | — — — | — — —

Lower-tier Technique: Recover

Casting Time 1 second | Release Node 4

TP Cost 10 | Power — | Hit Count — | Physical/Magic Ratio — | Break — | Gauge 0

Feature Status Abnormality/Status Change Recovery | Count —

Recovers one ally's status ailments and changes. The default target is one ally, but if they are linked, the effect will propagate. If multiple allies become afflicted by status ailments or changes, link those allies together to heal them all at once.

Resonance Jude Arts/Techniques — | Recovery Vent | Recovery Heal (P.131) | — — — | — — —

Intermediate Heartless Circle

Casting Time 3 seconds | Liberation Node 24

TP Cost 24 | Power — | Hit Count — | Physical/Magic Ratio — | Break — | Gauge 0

Feature HP Recovery 8% ×5 <HP Recovery 10% ×5> | Count —

Heals the HP of allies located at a distance equivalent to two steps from the center. The recovery is applied in five increments, so avoid leaving the magic circle until it finishes. Note that with T ipo ON, the total recovery amount is increased by 10%.

Resonance Mira Arrivederci Arts/Techniques — | Fairy Circle (P.134) | — — — | — — —

Intermediate Art Dispel

Casting Time 2 seconds | Unlocked Nodes 35

TP Cost Cost 22 Power — | Hit Count — | Physical/Magical Ratio — | Break — | Gauge 0

Characteristics Dispels status ailments/changes for all allies 〈Status Ailment/Change Prevention〉 | Count —

Recovers all allies' status ailments and changes at once. In T ipo ON state, an additional 30-second prevention effect is applied, so use it beforehand when fighting enemies that frequently inflict status ailments or changes to be safe.

Resonance — — | — — — | — — —
Arts/Techniques — | — | — — | — — —

Intermediate Art: Raise Dead

Casting Time 3 seconds Unlocked Nodes 32

TP Cost	26	Power	—	Hit Count	—	Physical/Magic Ratio		Break	—	Gauge	0
Character	Revives from incapacitation (restores 50% HP)					Count	—				

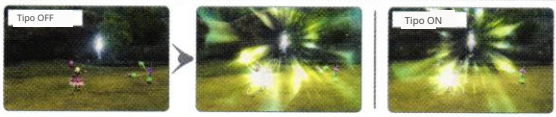
Heals one ally from incapacitation and si multaneously restores 50% of their HP. T he casting time is long, so when using it be sure to put significant distance betwe en you and enemies and confirm that no enemy is targeting Elise.

Resonance: Reia	Raise Dead	Full Raise Dead (p.139)						
Arts/Techniques	—							

Advanced Nurse

Casting Time 4 seconds Unlocked Nodes 21

TP Cost	Power 36		Hit Count	—	Physical/Magic Ratio	—	Break	—	Gauge	0
Character	recovery 50% <HP recovery 60%>				Count	—				



A skill that greatly restores the HP of all allies; when Tipo is ON the amount rest ored increases further. The casting time is quite long at 4 seconds, so it's best to start casting in advance and trigger it i mmediately when allies' HP drops.

Resonance Leia Cure	Resurrection (P.139)							
Technique	—							

Intermed Negative Gate

Casting Time 2.5 seconds Release Node 27

TP Cost	24	Power	364	Hit Count	8	Physical/Magic Ratio	0:10	Break	8	Gauge	32〈40〉
Features	—					Count	—				

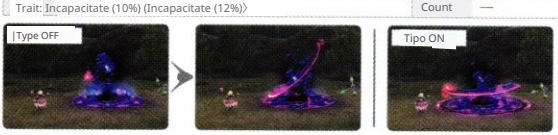
Summons dark arms from the ground to pull enemies toward the center. Because i t restrains enemies for a long time, it is we ll suited to support allies' combos. Note th at while Tipo is ON, the distance at which it pulls enemies is in

Resonance Lowen Kraggwaltz	Gravity (P.138)							
Technique	—							

Advanced A Black Guide

(Close) Casting Time 3 seconds Liberation Node 25

TP Cost	Power 32 510〈830〉 Hits		5〈6〉	Physical/Magic Ratio	0:10	Break	5〈8〉	Gauge	50〈60〉
Trait: Incapacitate (10%) (Incapacitate (12%)〉				Count	—				



The summoned fallen angel reaps the en emies' souls. Its attack range is narrow b ut its power is high, and it has a strong ef fect that can incapacitate with a certain p robability. When Type ON, the hit count increases by 1 and th

Resonance Lowen Diffusional Drive	Azeria Blade (P.138)							
Arts/Techniques	—							

Advanced A Flutters Dim

(Dark Casting Time 3 sec Release Node 13

TP Cost	30	Power 630 (810) Hit count 6 (8)		Physical/Magic Ratio	0:10	Break 5.5〈6.5〉 Gauge 60 (80)	
Traits	—			Count	—		

Dark butterflies gather to form the shape of a sword and slash the targeted enemy into pieces. Because the range is narrow, multiple enemies cannot be caught at on ce, but the power is high. When Tibo is ON, the formed sword

Resonance Mira	Glare Cage	Chaotic Fuser (P.134)						
Arts/Techniques	—							

Advanced Revive

Casting Time 4 seconds | Unlocked Nodes 30

TP Cost 50 | Power — | Hit Count — | Physical/Magic Ratio — | Break — | Gauge 0

Character Stat Auto-revive (HP recovery 30%) | Count —

Grants an effect that automatically revives a downed ally (restoring 30% HP). In battles against strong enemies, it's reassuring to use this before the fight begins. In particular, Elise is crucial for healing, so you will want to use it on he

Resonance — — — — — —

Arts/Techniques — — — — —

Martial Ba Pico Hammer

Sub-status — | Unlocked Nodes 1

TP Cost 5 | Power 100 | Hit Count 1 | Physical/Magical Ratio 6:4 | Break 1 | Gauge 10

Character Stat Stun (30%) 〈Stun (20%)〉 | Count 【100】 Faint (50%) 〈Faint (40%)〉

Throw a hammer with a stun effect forward. The hammer flies in a parabola and disappears when it hits the ground. Its power is low, so use it to aim for stuns. Note that the Tibo ON state has a slightly longer range.

Resonance Mira Wind Lance — Pico Rain (P.134) — Alvin Tiger Fang Break Slash — Piko Break Slash (P.136)

Art/Technique Lower Mercy Waltz — Piko Piko Waltz (P.138) — — —

Martial Ba Tipo Salive

Dark) Sub-status — | Unlocked Nodes 12

TP Cost 7 | Power 225 〈180〉 Number of hits 1 | Physical/Magical Ratio 6:4 | Break 1 | Gauge 10

Traits — | Count 【200】 Hits +1 (Power +180) 【100】 Range & projectile speed UP> A technique where Tibo spits an energy projectile from its mouth. In the OFF state the projectile is larger but has shorter range; in the ON state the projectile becomes smaller and the range increases. Good to use from long dista

Resonance Alvin Variable Trigger ◆ Tibo BUSTER (P.137)

Arts/Techniques — — — — —

Martial Body Technique Typo-Rising

(Earth) Sub-status — | Unlocked Nodes 5

TP Cost 10 | Power 532 <380> Hits 3(2) Physical/Magical Ratio 10:0 Break 3(2) | Gauge 20

Features Float | Count 【100】 Action Speed UP 【200】 Knockdown/Hit Count +1 (Power +114 〈+76〉)

The Tipo that burrowed into the ground dashes rapidly toward the target and bursts out to attack. Its startup is slow and it is difficult to chain into combos. Use the OFF state when prioritizing and use the ON state when you want to take advantage of its longer range.

Resonance Jude GARYU KUPPA (Galyū Kūha) — GARYU Upper (P.130) — — —

Arts/Techniques — — — — —

Martial Body Technique Tipo Senko (Tipo Battle Roar)

Sub-status Stamina | Release Node 43

TP Cost 12 | Power 308 〈220〉 Hit Count 1 | Physical/Magical Ratio 6:4 Break 1 | Gauge 10

Feature: Down | Count 【100】 Guard Break

Sends fighting spirit in the shape of a Tipo forward. The OFF state is superior in power, area, and range, so use it in that state. It has relatively fast startup and, if used 100 times, can break guards—making it a very powerful skill.

Resonance Jude Lion Senko — Tipo the Beast (P.130) — Mira Lunatic Sting Magical Tibo (P.134)

Arts/Tech — — — — —

Martial Technique Tipo Glider

Sub-status Agility Unlocked Nodes 29

TP Cost 16 Power 384 〈256〉 Hit count 8 〈4〉 Physical/Magical Ratio 6:4 Break 8(4)80 <40> Gauge

Features Float

Count 【100】 Can be activated in mid-air 【400】 Target tracking (weak) 【1000】 Target tra

Hang onto the Tipo and charge forward while swinging the staff. It hits many times but has a slow startup, so it is not suitable for combos. However, if it can be activated in mid-air, repeatedly using this skill can produce consecutive hits.

Resonance: Reia Rising Sweep ▸ Riot Glider (P.139)

Arts/Techniques — ▸ —

Martial Technique Tipo Pressure

Sub-status — Unlocked Nodes 2

TP Cost 12 Power 560 (400) Hit Count 1 Physical/Magic Ratio 10:0 Break 1 Gauge 10

Traits —

Count 【100/200】Attack Range Expanded

The enlarged Tipo crushes enemies. Its power is high and its startup is relatively quick, making it useful for c it also takes advantage of its wide range to clear enemies in fr Tipo's size is large, and it is recommended to use it while OFF.

Resonance Rage Raging Break Palm ▸ Giant Tipo Drop (P.130)

Technique — ▸ —

Mira Thunder Blade ▸ Thunder Blesher (P.134)

Martial Body Technique: Tipo Vacuum

Sub-status Dexterity Unlocked Nodes 27

TP Cost Power 36 350 〈245〉 Hit Count 5 (3)

Traits: Down/Knock-Up/Guard & Steel Body Break

Physical-to-magic ratio 10:0 Break 5(3) Gauge 50 <30>

Break 5(3) Gauge 50 <30>

Count [100] suction (medium) [400] suction (large) [1000] suction (extra large)

Tibo inhales enemies and bites them repeatedly. It can nullify guard and steel body, but its range is narrow and at first it can only inhale small enemies. By increasing the number of uses, the size of enemies that can be inhaled becomes larger.

Resonance: Alvin Chase Palette ◆ Tipo Chaser (P.137)

Art/Technique — ▸ —

Secret Te Ribelle Ignition

(Kaku) Casting Time 3 seconds Unlocked Nodes 9

TP Cost 30 Power 700 Hit Count 10 Physical/Magical Ratio 0:10 "Break 10 Gauge 100

Features —

Count —

Fires a dark-attribute laser forward. The power is more than sufficient, but the casting time is long and the area is limited to the forward direction only. Activate it when enemies are not moving widely left or right, or when allies are holding them in place.

Secret Art Ribelle Goreland

Casting Time — Unlocked Nodes 9

TP Cost 0 Power 3200 Hit Count 10 Physical/Magical Ratio 0:10 Break 10 Gauge 0

Characteristics: Guaranteed hit / Down

Count —

Tibo, empowered by dark energy, charges and forms a magic circle around enemies, then triggers an explosion. The attack range is not very wide, but if enemies are gathered around the target, you can damage them all at once.

Tactics: Only attack when allies have enough HP

Elise can use offensive spells and techniques, but fundamentally she should focus on restoring allies' HP. This is because if she takes part in attacks, there is a risk that the casting of crucial healing spells will be delayed at important moments. Elise should only join attacks when all allies have sufficient HP or limit her participation to intercepting enemies targeting her.

If there are enemies weak to Dark, attacking from the rear with spells is also a good option.

Boss Fights: Devote yourself entirely to healing in boss fights

Healing becomes even more important in boss fights, so Elise should avoid actions other than healing. At the start of battle, activate Tipo ON to increase the effectiveness of healing spells, and then keep a large distance from the enemy and cast healing spells. Hold the button to enter casting standby, and activate immediately when an ally's HP drops.

While in casting standby, designate the area so that multiple allies can be he

When allies' TP decreases, become a Slave and aim for Tipo Drain.

Become the strongest wall with a skill that strengthens special guards!

Although Elise is fragile, by learning the guard-enhancing skills listed in the table below, she can become so sturdy that there is no worry of her being defeated. For example, with "Guard Extend" she can recover HP while guarding, and with "Guard Reflect" she can reflect received da

Because it can reflect damage, although it takes time, merely guarding can reduce the enemy's HP. These skills are especially recommended when challenging locations with many powerful enemies, such as the Arena (p.354) and Magna Zero (p.369).

Skills related to guard

Skill	Effect when equipped
Guard Extend	While guarding or using Magic Guard, recover HP equal to 4% of maximum HP every second
Guard Reflect	Reflect 20% of the damage received when blocking a physical attack with Guard or a magic attack with Magic Guard back to the attacki
Survive	When receiving damage while guarding that would exceed current HP, HP will always remain at 1
Super Guard	When guarding against physical attacks, all damage received becomes 1, but if you do not guard you receive double damage.
Super Resist	When using Magic Guard against magical attacks, all damage received becomes 1, but if you do not use Magic Guard you receive dou
High Guard	Guard Break will no longer occur.

Recommended Combos

Drive back enemies in front while keeping your distance

AC3 or higher | 3HIT

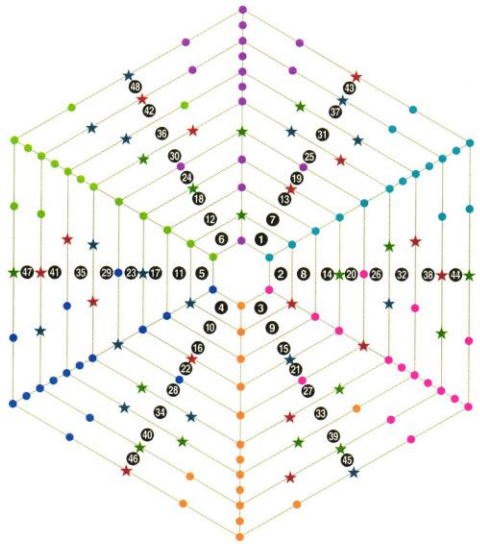
Use a backstep to adjust the distance so the "Piko Hammer" hits just before it falls, and then use "Tipo Pressure" and "Tipo Battle Roar" to blow away the enemies in front all at once. If enemies move quickly, omit the "Piko Hammer" and hit the remaining two techniques. Since it's hard to deal large damage, think of this combo less as aiming for consecutive hits and more as a way to drive away enemies that approach.

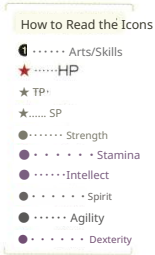
Development policy: Prioritize arts and skills, then strengthen defense

Because the main healing art used is hardly affected by stats, you don't need to focus much on which stats to raise; concentrate on learning the arts and skills recommended on the right-hand page. After learning those, if you still feel uncertain

Covering the remaining defensive aspects is fine. Of course, increase HP and vitality to compensate for fragility to damage, and also steadily raise agility to improve movement speed so you can more easily evade enemy attacks—even if only slightly.

Techniques and skills that can be learned with the Liliar Orb (red text indicates key areas)





▼1st card

No.	Arts/Skills
1	Pico Hammer
2	Vitality
3	Pixie Circle
4	Recover
5	Grow Up Heal
6	Magic Guard
7	HP Gain
8	TP Gain
9	Combo TP Support
10	Wergard
11	Flash Guard
1	Tiposalive
1	Earth Guard
10	Exceed
15	Back Support
10	Splendor Assault
10	HP Drain Guard
18	Windguard
10	Spirits
20	Warrior
21	Immunity
2	Combo Mental Supply
2	Wizard
2	Heartless Circle

No.	Arts/Skills
25	Guard Extend
26	Exceed 2
27	Negative Gate
2B	Chicken Run
?	Tipo Glider
30	Close Together
31	Aqua Guard
32	Raise Dead
33	Splendor TP
34	Moving Assault
65	Pico Hammer Revenge
35	Dispel
37	Dexterity
38	Agility
39	Stamina
40	Strength
4	Intelligence
42	Mind
43	Tipo War Cry
44	Warrior 2
45	Dark Guard
46	Spirits 2
47	Wizard 2
48	Fire Guard

▼ Second sheet

No.	Arts/Skills
1	Life Up
2	Tipo Pressure
3	Heal Share Plus
4	Slide Link Arts
5	Tyvorizng
6	Mental Up
10	Assault Condition
6	Light Guard
9	Ribelle Ignition
10	Auto Medicine
1	Exceed 3
12	Many-Many Link
1	Flutters Dim
14	Revival Energy HP
15	Link TP Support
16	Limiter
17	Revival Energy TP
18	Limiter 2
19	Guard Reflect
2	Vitality 2
2	Nurse
22	HP Gain 2
23	Spirits 3
24	Mind 2

No.	Arts/Skills
25	Black Guide
2	Auto Medicine 2
27	Tipo Vacuum
28	Stepper
29	Limits Fever
30	Revive
3	Dexterity 2
32	Agility 2
33	Stamina 2
34	Strength 2
35	Intelligence 2
36	Mind 3
37	Tipo Master
38	Recall
39	TP Gain 2
40	Bench Warmer HP
4	Bench Warmer TP
42	Limiter 3
43	Appeal Target
4	All Guard
45	Angel Call
4	Mental Reverse
47	Super Guard
4B	Super Resist

Recommended leveling sample up to level 60

L.Lv. Guideline for Lilial Orb growth timing

Training points

1

First sheet, first time Key Area 15

Learned "Recover" which cures abnormal status changes

- Recover

Upon joining the party, already learned "Pixie Circle" and "Pico Hammer." First, spend your initial GP to immediately learn "Recover." After that, just focus on growing the Lirial Orb.

10

1st card 2nd time Key Area 24

First sheet, third time Key Area 27

Increase self-defense ability with "Guard Extend"!

- Spirits
- 2 Wizard
- 2 Guard Extend
- Chicken Run

If you have "Guard Extend," your HP will gradually recover while guarding. If you guard frequently, you can somewhat compensate for being fragile against hits. Also, keep in mind to learn "Wizard," which greatly increases power for when you use offensive techniques.

20

First sheet, fourth time Key Area 32

First sheet, fifth time Key Area 4

Learn "Wizard 2" to shorten casting time

- Pico Hammer Revenge
- Dispel
- 38 Agility
- Intelligence
- Wizard 2

Techniques that can heal multiple allies' HP often have long casting times. To partially offset that drawback, shorten casting time by 40% with "Wizard 2." Aside from that, you'll want "Dispel" to cure status abnormalities affecting the entire party.

30

First card, sixth time Key Area 43

Second sheet, first time TB

Second sheet, second time Key Area 21

I want to learn the powerful healing art "Nurse" as soon as possible

- Warrior 2
- Tibo Pressure
- Auto Medicine
- Revival Energy HP
- Link TP Support
- Spirits 3
- 2 Mind 2

On the second Lirial Orb there is a "Nurse" that greatly restores the HP of all allies. Whether you have this or not greatly changes the difficulty of boss fights, so actively develop the Lirial Orb and learn it early. At that time, also be sure to learn "Auto-Medis ", which automatically restores HP when taking damage.

40

2nd sheet 3rd time Key Area 30

Second sheet, fourth time Key Area 36

Develop the Lirial Orb aiming for powerful guard skills

- Guard Reflect
- Black Guide
- 2 Auto Medicine 2
- Dexterity 2
- Agility 2
- Recall

After learning "Guard Reflect," continue to raise your stats while developing the Lirial Orb. If you grow it to its final stage, you will be able to learn "Super Guard" and "Super Resist." By combining these skills with "Guard Extend," you can become the toughest healer with no fear of being defeated.

50

2nd sheet 5th time Key Area 37

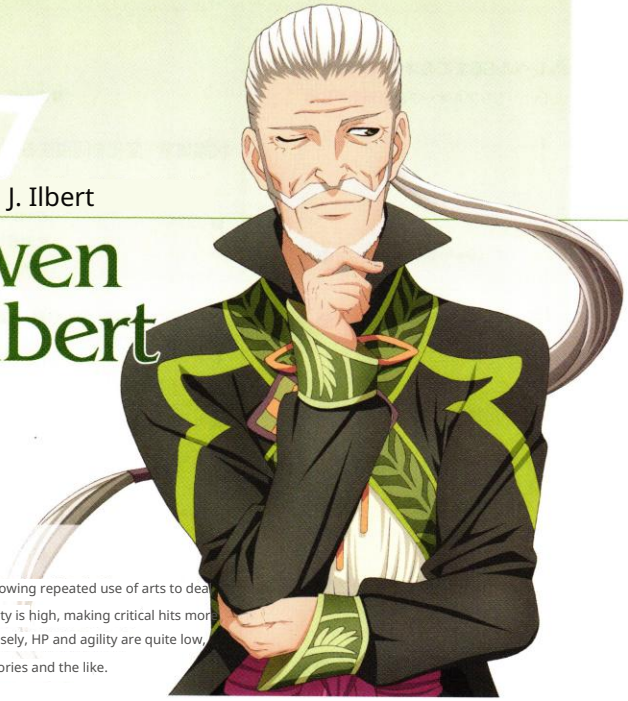
ANOTHER If you want to strengthen the TIPO OFF state, learn "Warrior"

If you raise the character as recommended above, you might not have learned "Warri or". With this skill, damage dealt by moves during TIPO OFF becomes 1.5 times as strong, making you more effective offensively. Elly

Ze also has easy-to-use moves such as the wide-range "Tipo Pressure" and the quick-starting, large-knockback "Tibo Battle Roar." Using these effectively to engage in close-range combat can be fun.

Rowen J. Ilbert

Rowen J. Ilbert



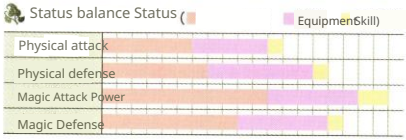
Outstanding TP and intelligence

TP and intelligence are extremely high, allowing repeated use of arts to deal massive damage to enemies. Also, dexterity is high, making critical hits more likely, which is another advantage. Conversely, HP and agility are quite low, so you should補補 these stats with accessories and the like.

Status data

Initial status		When the first page is fully unlocked	Second At full liberation	Rating
HP	350	1598	3324	D
TP	120	272	486	S
Strength	37	282	622	D
Stamina	38	305	675	D
Intellect	64	500	1101	S
Spirit	43	377	838	B
Agility	40	269	584	E
Dexterity	48	434	969	A

Status balance Status (Equipment Skill)



No-equipment-possible weapon

Weapon	Sword	P.404	Body Armor Coat P.414
Head Armor	Hat	P.407	
		P.408	

Support: Auto Magic Guard — Magic Guard activates in response to enemy arts

When an enemy activates an offensive art, if Rowen can act he will automatically cast Magic Guard on both the Master and himself. During this time the Master can still act freely, so they can attack while reducing the damage taken from arts.

However, if the activation conditions for Auto Magic Guard are met, Rowen will prioritize that, so even if his own art is about to activate, it may be interrupted. In such cases, it is advisable to temporarily unlink the link.

● Features of Auto Magic Guard

- Activates when any enemy activates an offensive art
- The damage reduction rate is the same as a normal Magic Guard. Also, the Master's Magic Guard effect does not stack.
- While active, only the Master can act freely
- Does not activate if Rowen cannot act. Also, if Rowen takes damage and is staggered, the effect is canceled

Until the screen darkening caused by the art is removed, Magic Guard The "do" continues to occur.

[Action] Sweep enemies from a distance with techniques

She specializes in water, earth, and light elemental techniques and is adept at long-range combat; her knife normal attacks also have long reach. On the other hand, she lacks fast close-range attacks, and her movement and steps are slow, making it difficult to evade attacks. The key is how to keep distance from the enemy.

Main Features

- Can use many techniques with wide attack ranges
  Many techniques carry one of the water, earth, or light attributes
- Normal attacks have long range

*Trait: Post-Art Tuning Additional effects occur with corresponding inputs for each technique

When Roen (ローエン) activates a technique, performing the key input shown on the screen triggers an additional effect without consuming AC. At the moment this key input is made, an extra half of the original technique's TP is consumed. Note that if you guard while the key prompt is displayed, you can cancel the use of post-technique tuning. Remembering this allows you to reduce post-technique stiffness.

Skills related to post-technique tuning

Skills	Effect
Spell End	After the spell is used, you can no longer retune, but the post-spell activation recovery time is reduced.
Conductor	Post-spell retuning no longer consumes TP.
Conductor 2	While retuning after a spell, you will no longer flinch when attacked.
Conductor 3	After retuning, the casting time is reduced by 50% when using the same spirit spell.

Post-technique tuning mechanism

Button-press type

Examples like "Fireball" fall into this category; inputting (the command) mainly increases the number of hits. Since it purely increases damage, actively use it when

Type that uses left stick control

Examples like "Splash" fall into this category. By operating the left stick, you can freely move the spell's attack area. This makes it easier to hit more enemies.

Control methods and effects for each spirit spell

Arts/Techniques	Timing and corresponding controls	Postoperative pacing effects
Fireball	Press the button after firing a fireball. Up to 3 times	Hit count +1 per use
Wind Lance	Press the button after firing a wind spear	Hit count +1
Lock Try	Press the button when the stone pillar rises from the ground	Hit count +2
Splash	After the water flow appears, tilt the left stick in any direction	You can move the water flow in the direction you input
Air Pressure	Press the button while pressure is applied	Hit count +1
Blue Sphere	After the water orb appears, continue holding the button	Attack Range Increased
Freeze Lancer	Rapidly press the button while firing the ice spear	Hit Count +1~6
Bright Bell	After the Light Bell appears, repeatedly tilt the left stick alternately left and right	Hit Count +1~2
Solid Contraction	After the chains appear, tilt the left stick in any of up, down, left, or right	Hit count +1. Move the chain in the input direction
Crag Waltz	After the rock sphere appears, tilt the left stick in any direction	Move the rock sphere in the input direction
Diffusional Drive	After the vortex appears, tilt the left stick in any direction	Move the whirl in the input direction
Absolute Core	After the ice chunk appears, tilt the left stick in any direction	Move the ice block in the input direction
Divine Strike	While the laser is firing, tilt the left stick left or right	You can change the direction of the laser to the input direction.

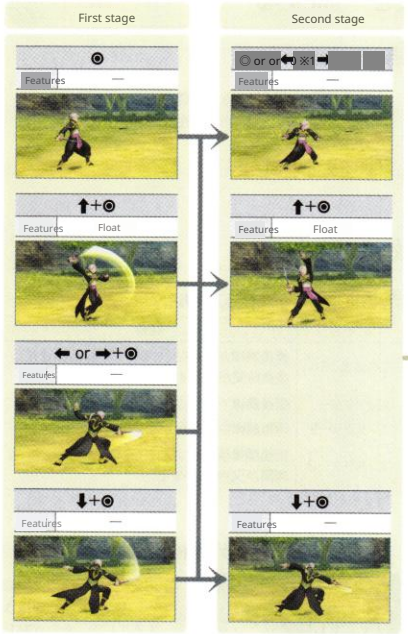
Use your normal attack's superior range to keep enemies at bay.

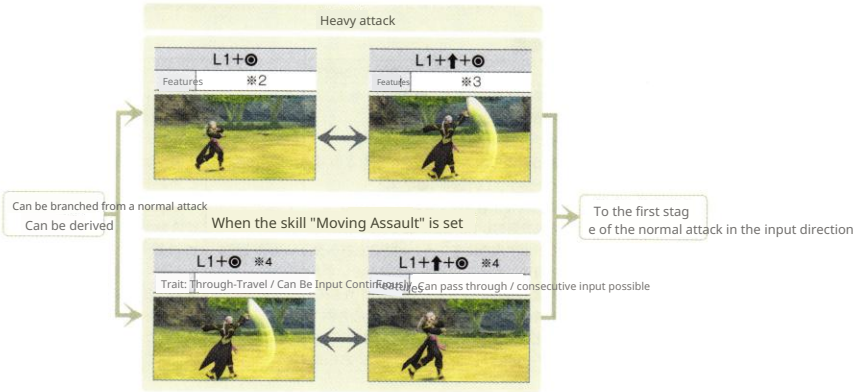
What you should pay attention to in the normal attack are the 1st and 2nd hits, which throw knives. These boast a range of about four steps and can be rapidly fired simply by repeatedly inputting . With Lowen's physical attack power, they won't deal massive damage, but their rapid-fire lets you keep enemies at a distance,

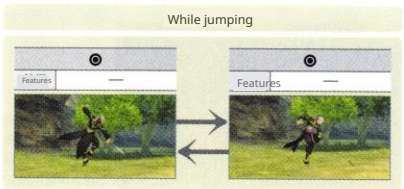
It is possible to recover TP all at once.

From the 2nd hit onward, the backward stepping motion disappears, and the time until the throw is

Normal Attack Data







※1: Alternatively, input ↓ or →+ to link to (first row).
※2: 3 hits / stun (20%) / can be chained.
※3: launches / stun (20%) / can be chained.
※4: Behavior when facing right. When facing left, the actions of L1+ and L1++ are swapped.

*Arts: Choosing which arts to use depends on post-cast tuning and enemy resistances

By performing post-cast tuning on an art, you can increase its damage or affect more enemies. However, performing post-cast tuning consumes more TP, and the longer attack duration increases openings. Therefore, whether to perform post-cast tuning should be decided based on the current TP, the number of enemies, and other circumstances.

Let's decide whether to move.

Also, water, earth, and light elemental arts are well represented, but there are few fire and wind arts, and none of the dark element. Against enemies weak to those elements, attack with the non-elemental "Solid Contraction" or arts of an element they have no resistance to.

Art technique data (〈〉shows performance after post-art tuning.)

Low-level A Fireball

Casting Time 1 second | Unlock Nodes 16

TP Cost 9 | Power 300 (1200) Hit Count 1 (4) | Physical/Magical Ratio 0:10 | Break 2〈8〉 | Gauge 10 <40>

Traits — | Count —

Fires a flame orb forward. The flame orb does not track left or right, so aim for when enemies are stationary. Note that no matter how many additional flame orbs you release with post-art tuning, the TP consumption does not change, so you should input it fully to the end.

Resonance Alvin Tiger Fang Slash — Crimson Blade (P.133)

Art Technique — — — — — —

Low-level Wind Lance

Casting Time 1.3 sec Release Node 29

TP Cost 10 | Power 300 <600> Hit Count 1〈2〉 | Physical/Magic Ratio 0:10 | Break 2〈4〉 | Gauge 10<20>

Characteristics | Count —

Launch a spear of wind to pierce enemies. The wind spear is fast but does not home in at all, so fire it when the enemy has stopped. If it hits, use Post-Tech Tuning to fire a second shot. It does not count as a combo, but it can be

Resonance Mira Wind Lance — > Air Thrust (P.135)

Technique — — — — — —

Low-level A Locktry

Casting Time 1 second | Unlocked Nodes 1

TP Cost 9 | Power 300 (420) Hit count 3〈5〉 | Physical/Magic Ratio 0:10 | "Break 3〈6〉 | Gauge 30 <50>

Characteristics | Count —

Raise three stone pillars from the enemy's feet. If the enemy is moving, activate it to match their destination. Also, Post-Tech Tuning is meaningless unless the pillars hit, so perform it after confirming a hit.

Resonance Jude Sansanka — > Genbu-san (P.127) — Mira Locktry — Rock Hexa (P.135)

Arts/Techniques — — — — — —

Low-Rank Technique: Splash

Water

Casting Time 1 second | Unlocked Nodes 3

TP Cost 12 | Power 330 | Hit Count 6 | Physical/Magic Ratio 0:10 | Break 6 | Gauge 60

Features — | Count —

A technique that drenches the enemy from above with a stream of water. It features a short casting time and quick attack startup. The water stream can be controlled with Post-Tech Tuning, so if there are other enemies near the tar

Resonance Jude Demon God Fist — Splash Line (P.131) — Reiz: Tojin-Strike — Shuiyue Liepo (P.136)

Art/Technique — — — — — —

Intermediate Technique: Air Pressure (Earth) Casting Time 2 seconds Release Node 27

TP Cost Power 22 280 (480) Hit count 4 ⟨6⟩ Physical/Magical Ratio 0:10 Break 24.5 Gauge 40 ⟨60⟩

Trait: Down (only after post-technique tuning) Count —

A technique that crushes enemies with pr
essure; it has a wide attack range. The rai
sed sections of the outer stone pillars hav
e lower power, so adjust the spawning lo
cation to keep enemies centered. After hitting, increase dam

Resonance: Jude Lion's Roar Lion Roar Explosive Formation (P.131) — —

Technique — — — — — —

Intermed Bluesphere Casting Time 2 seconds Unlocked Nodes

TP Cost 24 Power 420 Hit Count 1 Physical/Magic Ratio 0:10 Break 3 Gauge 10

Feature: Down Count —

Summons a massive water sphere above the enemy's head. T
of effect is narrow, so you should designate the activation poi
missing. The post-magic tuning can slightly widen the area,
but since it does not change the power, use it only when you
ensure a hit.

Resonance Jude GARYU KUPPA (Galyū Kūha) Sea Dragon Fist (P.131) Leia Sho-bu Kōbakuh (Soaring Ryūmei Hōbakuh (Flowing Dance Collapse Explosion)

Arts/Techniques — — — —

Intermediate Freeze Lancer Water/Earth) Casting Time 2 seconds Release Node 13

TP Cost 24 Power 600 (960) Hits 10 (16) Physical/Magical Ratio 0:10 Break 5 ⟨8⟩ Gauge 100 ⟨160⟩

Characteristics Count —

Fires countless ice spears forward. It excels in projectile
speed and range, and a notable feature is that repeatedly p
post-magic tuning button greatly increases the number of h
increase is easily affected by the enemy's size, but because t
power rises significantly, you'll definitely want to activate it.

Resonance Jude Raging Break Palm Zeparetsuhyougeki (Absolute Shattering Icy Strike) (P.131)

Arts/Techniques — — — —

Intermed Bright Bell (Light) Casting Time 2.1 seconds Release Node 46

TP Cost 18 Power 380 ⟨570⟩ Hits 4 ⟨6⟩ Physical/Magical Ratio 0:10 Break 6 ⟨9⟩ Gauge 40 ⟨60⟩

Features — Count —

The technique of ringing a Bell of Light to
attack; the number of hits increases depe
nding on the number of tuning inputs afte
r the spell. If you input the left stick left an
d right a total of 5 times starting from the
moment the key prompts appear, you will reach the maximun

Resonance — — — —

Arts/Techniques — — — —

Intermed Solid Contraction Casting Time 2 seconds Unlocked Nodes

TP Cost 28 Power 420 ⟨490⟩ Hits 5 ⟨6⟩ Physical/Magical Ratio 0:10 Break 5 ⟨6⟩ Gauge 50<60>

Features Pull-in Count —

Use chains summoned in all directions to c
onstrict the enemy. After the spell, the tuni
ng pulls the enemy strongly in the direction
you input with the left stick, but the input
window is shorter than for other spells. The
trick to success is to start inputting from the moment the casti

Resonance Leia Quickness Stop Flow (P.139) — —

Arts/Techniques — — — —

Advanced Spell: Kragg Waltz

Casting Time 3 seconds | Unlocked Nodes 29

TP Cost 34 | Power 400 ※ | Hit Count 3 ※ | Physical/Magic Ratio 0:0 | Break 4.5 ※ | Gauge 30%

Features — | Count —

Summons a rock sphere and detonates it about 5.5 seconds after it begins rolling. The rock sphere can be moved with post-technique tuning, but unless the enemy is large in size, consecutive hits are unlikely. Try to move it so it engulfs multiple enemies.

Resonance Elise Negative Gate — Gravity (P.138)

Technique — — | — — | — —

Advanced Diffusional Drive

Casting Time 3 seconds | Unlocked Nodes 27

TP Cost 36 | Power 500 | Hit Count 10 | Physical/Magic Ratio 0:10 | Break 10 | Gauge 100

Characteristic HP Recovery 10% | Count —

Fires water bullets from a whirlpool at the feet toward the sky, and after the attack restores HP for all allies. The attack has a wide area, and if controlled with post-technique tuning it is even easier to hit many enemies. Note that th

Resonance Mira Raging Sun — Raging Mist (P.135) | Elize Black Guide — Azeria Blade (P.138)

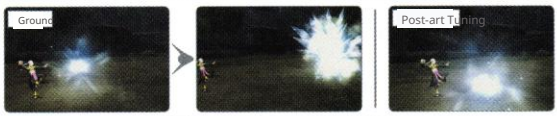
Technique — — | — — | — —

Advanced Absolute Core

Aqua Land | Cast Time 3.3 seconds | Liberation Node 25

TP Cost 33 | Power 550 | Hit Count 5 | Physical/Magic Ratio 0:0 | Break 7 | Gauge 50

Feature: Down | Count —



Fires a slowly advancing ice chunk forward. The ice chunk deals damage when it hits an enemy or, after about 2.5 seco transforms into a massive crystal. By manipulating the ice chunk with post-skill tuning, you can cause it to crystallize within densely packed groups of enemies.

Resonance Alvin Guardian Formation — Guardian Ice Spear Formation (P.137)

Art/Skill — — | — — | — —

Advanced Divine Strike

Casting Time 3.5 seconds Release Node 19

TP Cost 38 | Power 500 | Hit Count 10 | Physical/Magic Ratio 0:0 | "Break 10 | Gauge 100

Features — | Count —

This art fires a laser beam forward and excels in hit count. With rigid skill tuning you can move the laser left and right, but doing so tends to interrupt the hit combo, so only use it when you want to target multiple enemies.

Resonance — — | — — | — —

Arts/Techniques — — | — — | — —

Martial B Severed Fate

Sub-status Dexterity | Unlocked Nodes 12

TP Cost 7 | Power 255 | Hit Count 3 | Physical/Magic Ratio 7:3 | Break 3 | Gauge 30

Features — | Count [100] Attack Range Increase

Throw a knife into the air; about 2.5 seconds later it will fall at the enemy's feet. This time can be shortened to about 1.5 seconds by holding the button down. Using the delay before it falls to set up a combo is also fun.

Resonance Mira Fireball — > Fatal Bomb (P.135) | Alvin Rainbullet — Fatal Circular (P.137)

Arts/Techniques — — | — — | — —

*Values shown are for when appearance, rolling, and explosion each hit once. Each time the rolling hits once, Power +100, Break +1.5, and Gauge +10 are added.

Martial Bo Mercy Waltz

(Light) Sub-status Dexterity Unlocked Nodes 24

TP Cost	9	Power	300	Hit Count	2	Physical/Magical Ratio	7:3	Break	2	Gauge	20
Traits	—					Count	[100] Knock-up				

Draws a pattern while repeatedly slashing. Among all of Lowen's attacks, it has the fas test startup, making it easy to incorporate into melee combos. Additionally, after 100 uses it gains the advantage of being able t o pick up (knock back to a standing state) enemies who are d

Resonance Elise Pico-hammer — Pico-Pico Waltz (P.138)
Technique — — — — — —

Martial Bo Ambush March

(Earth) Sub-status Dexterity Unlocked Nodes 36

TP Cost	11	Power	280	Hit Count	1	Physical/Magical Ratio	7:3	Break	1	Gauge	10
Traits	—					Count	[100] Can be activated in mid-air [200/400] Number of knives +1 (Power +280)				

Draws a magic circle with knives thrown in three directions, skewering any enemy it touches with stone. It propels the use distance backward, making it useful for creating space. As the number of uses increases, the number of thrown knives increases and the spacing of the magic circle tightens.

Resonance — — — — — —
Arts/Techniques — — — — — —

Martial Bo Requiem

Water Sub-stat Dexterity Release Node 6

TP Cost	13	Power	350	Hit Count	4	Physical/Magic Ratio	8:2 Break	4	Gauge	40
Feature: Down						Count	[100] Action Speed UP			

Slashes forward while drawing a magic circ le. The drawn magic circle detonates about 2.5 seconds after the final slash. This explo sion knocks enemies down, allowing you to create distance and cast spells while they a re down—an effective usage pattern.

Resonance Mira Condemnation Temporal Great Explosion Bell (P.135)
Arts/Techniques — — — — — —

Yuyi Tidal Wave

Water Casting Time 3 seconds Unlocked Nodes 9

TP Cost	40	Power	672	Hit Count	8	Physical/Magic Ratio	8:10	Break	8	Gauge	80
Features	—					Count	—				

Generate a vortex that attacks the entire battle area. The cast ing time is long and the post-c ast recovery is significant, but once activated it deals damag e to all enemies. Use skills to s horten the casting time and stun duration to impr

Secret Art Grand Finale

Aqua Land Casting Time — Liberation Node 9

TP Cost	0	Power	2800 Hit Count	2	Physical/Magic Ratio	8:10	Break	2	Gauge	0
Features	Guaranteed Hit/Down				Count	—				

Freeze the summoned pillars o f water, and at the signal shatt er them all at once. The attack has an extremely wide range, a nd when activated it can dama ge most enemies. Because of t hat, as a secret ultimate techni que its power is somewhat restrained.

Tactics Keep your distance and deal damage using techniques

Roen, who specializes in long-range attacks, basically fights by staying away from enemies and using spells from a distance. If an enemy closes in, immediately interrupt casting and focus on creating distance. A useful skill for that purpose is the technique "Ambush Mar"Chi." If you use this technique at the timing when the opponent has closed to the distance of one step, you can step back while staggering the enemy and hold them in place. After landing, immediately perform a backstep to put even more distance between you.

Actively trigger any post-surgery tuning abilities that can increase the number of hits.

In close combat, the fast-starting "Mercy Waltz" is the easiest to use.

Group Battle "Unleash 'Tidal Wave' repeatedly to annihilate them all!"

The ultimate technique "Tidal Wave" is extremely powerful because it can attack all enemies. Equipping the skills listed in the table below further strengthens it, and normal battles can even be finished by repeatedly using this alone. Especially with "Spell Keep," if an enemy gets close and interrupts your casting, the casting time carries over, so the spell will eventually be activated.

Skills you should set

Skill	Effect when equipped
Overspell	If you keep holding the button after spirit magic finishes casting, its power increases, reaching a maximum of 2x after 4 seconds.
Speed Spell	Casting time is reduced by 30%.
Spell End	You can no longer retune after a spell, but the post-casting recovery time after spirit magic activation is reduced.
Spell Keep	After canceling a cast, activating the same spirit spell again resumes the casting time from where it left off.
Spell Lucky	When casting spirit magic, there is a 10% chance that TP will not be consumed.
Heavy Magic	Spirit magic TP consumption increases by 30% and damage dealt increases by 50%. The effect stacks with the skill "Light Magic".
Reduction	If the same spirit magic is cast consecutively, TP consumption is reduced by 50%. The effect disappears if another attack is performed.

☆Special Use "Splendor Time" skill to gain an advantage in battle

If you set the skill "Splendor Time", you can stop time by dodging attacks with a backstep. This allows you to create distance or secure casting time, so try using it when an enemy gets close. Also, this skill's effect propagates, so it's also effective for characters like Jude who have long invincibility during backstep.

A solo arena battle But, if you can activate it you can easily recover your stance.

Recommended Combos

Eliminate the post-spell tuning vulnerability with a guard

AC1 or higher | 10 or more HITS

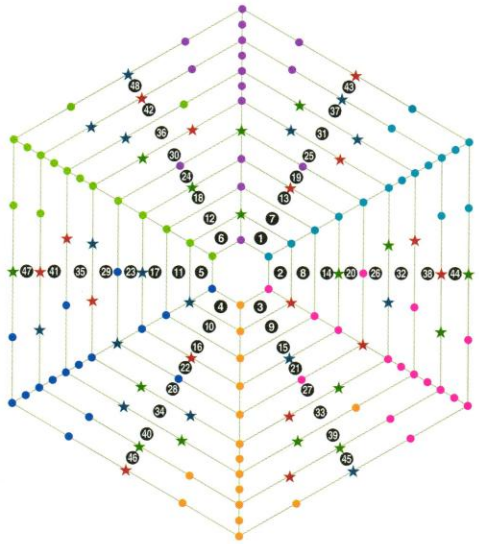
After firing "Fireball" up to the fourth shot using Post-Art Tuning, use Guard to eliminate the vulnerability of Post-Art Tuning. Then immediately cast "Splash" and the combo will connect. It's a combo consisting only of basic arts, but it

Hitting all four shots of "Eye Ball" by itself deals massive damage. Also, if you cancel the post-cast tuning of "Splash" further with a guard, you can follow up with various attacks.

Development Policy Raise all stats related to magical attack power

The skills that shorten spell casting time, such as "Speed Spell", and those that reduce TP consumption, like "Reduction", "Conductor", and "Spell Lucky", are ones you definitely want to learn. While aiming to acquire these, increase Intelligence, Spirit, and Dexterity all together so as to ideally increase the damage dealt by spells. For other stats, because movement speed during battle is an issue, you should raise Agility. That will make it easier to keep distance from enemies and increase opportunities to use spells.

■ Arts and skills learnable with the Lirial Orb (red text indicates key areas)



How to Read the Icons
- ····· Arts/Skills
- ····· HP
- ····· TP
- ····· SP
- ····· Strength
- ····· Stamina
- ····· Intelligence
- ····· Spirit
- ····· Agility
- ····· Dexterity

▼1st card

No.	Arts/Skills
	Rock Try
2	Vitality
3	Splash
4	Splendor Assault
6	Grow-Up Heal
6	Magic Guard
7	HP Gain
8	TP Gain
	Combo TP Support
10	Well Guard
	Flash Guard
12	Severed Fate
13	Earth Guard
14	Exceed
15	Knife Revenge
16	Fireball
17	HP Drain Guard
18	Wind Guard
19	Spirits
20	Reduction
21	Immunity
22	Combo Mental Supply
23	Magic Feint
24	Mercy Waltz

No.	Arts/Skills
2	Spell Lucky
26	Exceed 2
27	Air Pressure
28	Long Throw
29	Wind Lance
30	Conductor
31	Aqua Guard
32	Bluesphere
33	Convert Force
34	Moving Assault
35	Spell Keep
36	Amputation March
37	Dexterity
38	Agility
39	Stamina
40	Strength
41	Intelligence
42	Mind
43	Spirits 2
44	Light Magic
45	Dark Guard
46	Bright Bell
47	Heavy Magic
48	Fire Guard

▼ Second sheet

No.	Arts/Skills
	Life Up
2	Solid Contraction
3	Heel Share Plus
4	Slide Link Arts
6	Requiem
6	Mental Up
7	Assault Condition
8	Light Guard
9	Tidal Wave
10	Cavalry
11	Exceed 3
12	Many-Many Link
13	Freeze Lancer
1	Revival Energy HP
15	Conductor 2
10	6 Limiter
17	Revival Energy TP
8	Limiter 2
19	Divine Strike
2	Vitality 2
21	HP Gain 2
2	Over Spell
23	Spirits 3
24	Dexterity 2

No.	Arts/Skills
25	Absolute Core
26	Conductor 3
27	Diffusional Drive
28	Stepper
29	Crag Waltz
30	Limits Fever
3	Dexterity 3
32	Agility 2
33	Stamina 2
34	Strength 2
35	Intelligence 2
36	Mind 2
37	TP Gain 2
38	Recall
39	Bench Warmer HP
40	Splendor Time
41	Bench Warmer TP
42	Limiter 3
43	Appeal Target
4	All Guard
45	Grace
46	Mental Reverse
47	Speed Spell
48	Spell End

Recommended leveling sample up to level 60

L.Lv.	Approximate Growth Periods for Lirial Orb	Training points
1 ~		
10 ~	First sheet, first time Key Area 14 First sheet, second time Key Area 24 First sheet, third time Key Area 27	
20 ~	First sheet, fourth time Key Area 36 First sheet, fifth time Key Area 37	
30 ~	1st sheet 6th time Key Area 46 Second sheet, first time Key Area 15 Second sheet, second time Key Area 19	
40 ~	Second sheet, third time Key Area 29 Second sheet, fourth time Key Area 31	
50 ~	Second copy, fifth time Key Area 4	

Learn "Spell Keep" to increase attack reliability

15 Knife Revenge
- 20 Reduction
- 23 Magic Feint
- 25 Spell Lucky
- 29 Wind Lance

31 Conductor
- ■ Spell Keep

Once you learn "Spell Keep," any casting time already spent will carry over even if you cancel the chant, so the spell will eventually be triggered. Also, starting with "Conductor," which eliminates TP consumption for post-spell tuning, you should acquire skills like "Reduction" and "Spell Lucky" to reduce TP usage from spells as much as possible.

To deal heavy damage with "Heavy Magic"

- 3 Blue Sphere
- 4 Intelligence
- 4 Mind
- ⑨ Heavy Magic

Although TP consumption increases, the damage dealt becomes 1.5 times. "Heavy Magic" is attractive. Combined with "Conductor," you can, through post-spell tuning, boost only the power without consuming TP.

Learning "Tidal Wave" is a must

- Tidal Wave
- 1 Freeze Lancer
- 2 Spirits 3
- ? Dexterity 2
- ? Diffusional Drive

If you reach the second page of the Lirial Orb, you will be able to learn the secret art "Tidal Wave." This alone is powerful enough for normal battles, so prioritize learning it above all. After learning "Tidal Wave," you should prioritize the growth of the Lirial Orb and proceed to unlock nodes.

Aiming to learn "Speed Spell" and "Spell End"

- 2 Conductor 3
- 65 Intelligence 2
- 65 Mind 2
- ④ Benchwarmer TP
- 4 Speed Spell
- 4 Spell End

If you fully develop the Lirial Orb, you can learn powerful skills: "Speed Spell," which shortens casting time, and "Spell End," which reduces post-spell stagger. By acquiring these, Lowen's tactics reach completion. From there, simply raise the stats related to magic attack power to further enhance his strengths.

ANOTHER Learn "Light Magic" and use it together with "Heavy Magic"

Since the effects of "Light Magic" and "Heavy Magic" overlap, setting both at the same time increases damage dealt by 20% and reduces TP consumption by 20%, completely negating the negative aspects of each skill.

Although it won't produce a more dramatic effect than setting either one alone, you can expect reliable results in any situation. If you want higher power but don't have enough TP to spare, use these two together.

Leia Roland

Leia Rolando

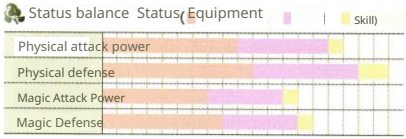
| Physically inclined but well-balanced

Overall stats are relatively high, with Agility standing out in particular. Intelligence and Dexterity are somewhat low, but Intelligence isn't a problem because there are no techniques whose magic attack power depends on it. The low Critical Rate caused by low Dexterity can be compensated for by attacking enemies from behind.

Status data

Initial status		When the first card is fully unlocked	When the second card is fully unlocked	Rating
HP	410	1970	4131	B
TP	105	233	412	B
Strength	47	359	794	C
Stamina	40	384	860	B
Intellect	40	279	609	D
Spirit	50	402	889	B
Agility	52	438	973	A
Dexterity	41	300	659	D

Status balance Status (Equipment Skill)



, equipment may include weapons

Weapon: Staff ▶P.405 Body Armor Light Armor ▶P.413
Head Armor Circlet P.410 ▶
Ribbon P.411

Support Ite Steal Steals items fro nemies that have been downed

When an enemy is downed and Leia is nearby, this activates and steals items from the enemy according to a predetermined probability for each enemy. This probability can be increased by 30% by equipping the skill "Steal Plus." The items that can be stolen from enemies are mainly ●Features of Item Steal

These are mainly consumables and materials, but you can sometimes steal weapons or accessories from bosses. From Strange-type enemies you can steal materials that can be submitted for high points, and you can also steal recovery items the enemy would use, so actively target them.

◆ Activates when Leia is on the ground and not taking damage, if she downs an enemy, and steals items at a certain probability ◆ When the skill "Steal Plus" (P.143) is equipped, the success rate increases by 30%

◆ Does not activate if there are no stealable items, or if an item has already been stolen from that enemy during the same battle

Switch the link. Only one per individual. After stealing , you can steal only one item per enemy.

Specializes in close-quarters combat with quick movements, but can also support allies in a pinch with healing arts. She can use arts that raise stats such as physical attack power, and by using these actions appropriately, Leiá's s trength lies in covering the party's shortcomings and boosting the overall combat capability.

■Main Features

- Can use arts that restore one ally's HP or revive them fro m incapacitation, and can use arts that increase stats such as phys ical attack power.
- Has many techniques that can be performed in midair.
- Can learn skills that enhance item effects or apply those effects to the entire party.

Item-related skills a re abundant, so lea ve item manageme nt to them.

☆Trait: Vital-Extend Staff Technique — The staff glows and its attack range is expanded

If you evade an enemy attack with a backstep ju st before being hit, Reia's staff will glow and gain extra reach. In this state, the range of various atta cks is considerably increased, making positioning easier. However, the effect lasts only about 8 seco nds, so avoid over-aiming and reducing your num ber of hits; focus on simple attacks.

How the Vital-Extend Staff Technique Works

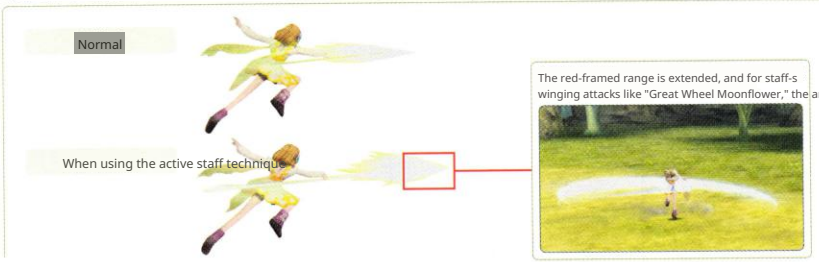
The technique activates if the attack from the "targeted enemy" overlaps with the spot where Reia was standing just before the backstep. Note that each time this condition is met, the effect duration resets up to about

If you learn certa in skills, it will als o activate on Fla sh Guard.

■ Skills Related to the Vital-Extend Staff Technique

Skill	Effect when equipped
Stick Plus / Sti ck Plus 2	The duration of the Vital-Extend Staff Technique is extended by 3 seconds . The Vital-Extend Staff Technique activates upon a successful Flas

■ Difference in Reach Between Normal State and Vital-Extend Staff Technique Active (Example: "Swift Claw")



The red-framed range is extended, and for staff-s winging attacks like "Great Wheel Moonflower," the area of effect becomes significan

Leia Roland

Normal attack: After attacking there is little vulnerability, making it hard to be counterattacked

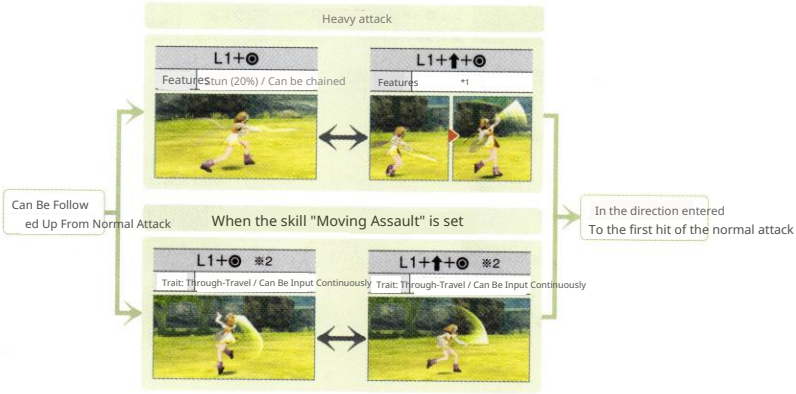
Among the many attacks that are fast to perform and have dis tinct characteristics, what deserves special attention is the very s mall recovery after ← or → +. In particular, the recovery after the third hit is so small that, after using it and inserting a guard, you can link the combo again starting from the first hit. For normal a ttacks you basically use the quick-starting ← or → +, and others.

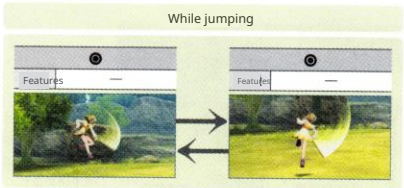
← → C

Use this attack when you want effects like a knockdown.

The 1st hit of C ← or → + causes the enemy to be flipped. Now set up a combo.

Normal Attack Data


Heavy attack
L1+●
Features Stun (20%) / Can be chained
L1+⬆+●
Features *1
Can Be Followed Up From Normal Attack
When the skill "Moving Assault" is set
In the direction entered
To the first hit of the normal attack
L1+● ※2
Trait: Through-Travel / Can Be Input Continuously
L1+⬆+● ※2
Trait: Through-Travel / Can Be Input Continuously



※1: 2 hits / Launches / Stun (20%) / Can be chained

※2: Action when facing right. When facing left, the actions for L1+ and L1+1+ are swapped.

*Arts and Techniques: Use a variety of arts and techniques depending on the situation

Use techniques such as the charging "Shunjin Claw" and the wide-area "Great Ring Moon \"Hana\", and techniques like "Tojin Shou" that easily knock foes down; choose techniques according to their purposes. Also, since most can be performed in midair, you can launch enemies and follow up with aerial combos to deal heavy damage.

On the other hand, while arts do not include offensive arts, there are healing arts and various support arts that raise stats, allowing the party to be supported. Because Leia can fulfill many roles, it is important to switch arts and techniques depending on the current situation.

Technique Data

Low-level Art **First Aid** — Casting Time 2 seconds — Release Node 3

TP Cost	Power	Hit Count	Physical/Magic Ratio	Break	Gauge
8	—	—	—	—	0

Features: Recovers 30% HP — Count —

Recovers an ally's HP. The target is only one person, but it restores 30%, making it very useful. The casting time is 2 seconds, which is considerable, so make sure to move away from enemies before using it.

Resonance Jude Healing Art — Aid All (P.130)
Technique — — — — — —

Intermediate **Heal** — Casting Time 3 seconds — Unlocked Nodes 5

TP Cost	Power	Hit Count	Physical/Magic Ratio	Break	Gauge
14	—	—	—	—	0

Characteristic: HP Recovery 50% — Count —

Restores 50% of one ally's HP. Compared to "First Aid," the increased healing results in a longer cast time. The same precautions apply when using it: of course stay away from enemies, and also make sure you are not being targeted by them before casting. Aerial Shower (P.138)

Resonance Arts/Techniques: Mira Arrivederci — Fairy Circle (P.134) — Alvin Rainbullet

Intermediate **Raise Dead** — Casting Time 3 seconds — Unlocked Nodes 29

TP Cost	Power	Hit Count	Physical/Magic Ratio	Break	Gauge
26	—	—	—	—	0

Trait: Revives from incapacitation (restores 50% HP) — Count —

Revives one ally from incapacitation with 50% HP. It is a valuable revival method, but note its long cast time. Keep a large distance from enemies and ensure you are not being targeted before beginning the cast.

Resonance Elise Raised Dead — Full Raise Dead (p.139)
Technique — — — — — —

Advanced **Cure** — Casting Time 4 seconds — Unlocked Nodes 27

TP Cost	Power	Hit Count	Physical/Magical Ratio	Break	Gauge
21	—	—	—	—	0

Characteristic: HP Recovery 70% — Count —

Restores 70% of one ally's HP. Because the healing amount is large, the cast time is longer. Therefore, instead of using it only when an ally's remaining HP is 30% or less, it's better to begin casting around 50% as a guideline.

Resonance Elise Technique: Nurse — Resurrection (P.139)
— — — — — —

Lower-Grade Skill: Sharpness

Casting Time 1.3 seconds | Release Nodes 14

TP Cost 8 | Power — | Hit Count — | Physical/Magic Ratio [Break — | Gauge 0

Trait: Physical & Magical Attack +40% | Count —

Increases one ally's physical and magical attack by 40%. The offensive power is greatly enhanced, but the effe duration is short—about 10 seconds. Fortunately, the casti is also short, so it's best to reapply it as soon as the effect wears off.

Resonance Jade: Keen Summons → Vait Reinforce (P.132)

Arts/Techniques — → —

Lower-Grade Skill: Barrier

Casting Time 1 second | Unlocked Nodes 32

TP Cost 8 | Power — | Hit Count — | Physical/Magic Ratio — | Break — | Gauge 0

Features Physical & Magical Defense +50% | Count —

Increases one ally's physical and magica l defense by 50%. Although the effect d uration is short—about 10 seconds—it i s invaluable for reducing damage taken in fights against strong foes. The castin g time is short, so use it frequently.

Resonance — → —

Arts/Techniques — → —

Intermed Quickness

Casting Time 2 seconds | Unlocked Nodes 26

TP Cost 9 | Power — | Hit Count — | Physical/Magic Ratio — | Break — | Gauge 0

Trait Movement Speed +20% | Count —

For about 10 seconds, increases one ally' s movement speed by 20%. Use it to furt her accelerate an already fast character l ike Jude, or on slower allies like Elise to m ake it slightly easier for them to avoid attacks.

Resonance Lowen Solid Contraction → Stop Flow (P.139)

Arts/Skill — → —

Intermed Fancy Elements

Casting Time 2 seconds | Unlocked Nodes 36

TP Cost 10 Power Hit Count — | Hit Count — | Physical/Magical Ratio "Break — | Gauge 0

Trait Adds one of the Fire, Water, Wind, Earth, Light, or Dark attributes | Count —

Adds one of the six attributes to one ally' s attacks for 30 seconds. If the effect is re d it is Fire, blue is Water, green is Wind, yellow is Earth, white is Light, and purple is Dark. See P.125 for details on the mechanics.

Resonance Mira Assault Dance > Element 4 (P.136)

Arts/Techniques — → —

Martial Bo Shunjin Claw (Shunjinsou)

Wind) Sub-status | Agility | Unlocked Nodes 1

TP Cost 9 | Power 200 | Hit Count 1 | Physical/Magical Ratio 100 Break 1 | Gauge 10

Characteristics | Count [100] Can be activated in mid-air

Thrusts the staff forward and moves a dist ance equivalent to two steps. It comes out quickly and advances while attacking, maki ng it hard for enemies to stop you. It can b e used regardless of the situation, such as at the start of an attack or during a combo.

Resonance Mira Wind Lance → 瞬迅風牙 (P.136) | Alvin Swift Blade → Breach Cross (P.137)

Arts/Techniques — → —

Martial Body Rising Sweep (Shōsōgeki) | Sub-status — | Unlocked Nodes 27

TP Cost 10 | Power 218 | Hit Count 3 | Physical/Magical Ratio 10:0 | Break 3 | Gauge 18

Trait: Launches (Float) | Count [200] Gauge +21

Swings the staff around and ascends while spinning. It has a relatively fast startup and moves into the air, so it's good as the start of an aerial combo. Also, because it attacks in all directions, it can lift multiple enemies at once when surrounded.

Resonance Mira Technique — | Burn Spread — | > Flare Tornado (P.136) — | Elise — | Tibo Glider — | Riot Glider (P.139) —

Martial Body Sansanka (サザンカ) | (Earth) Sub Status | Agility Release Node 12

TP Cost 9 | Power 248 | Hit Count 3 | Physical/Magical Ratio 10:0 | Break 3 | Gauge 30

Features Launch (becomes down when activated in midair) / Phase-through (200) Action Speed UP (in midair)

Performs a flurry of strikes with the staff, and on the third hit launches the enemy into the air while propelling the user upward. When initiated in midair the motion differs: the third hit slams the enemy into the ground, causing

Resonance Jude Arts/Techniques — | Sansanka — | Rokusanka (六散華) (P.132) — | — — | — —

Martial Body Hien Shosen (飛燕翔旋) | Sub-status — | Unlocked Nodes 2

TP Cost 12 | Power 280 | Hit Count 2 | Physical/Magical Ratio 10:0 | Break 2 | Gauge 20

Trait: Launches opponent | Count [200] Status Change Point UP [400] Knock-up

A technique where you leap while swinging the staff upward. Whether used on the ground or in the air, it advances a great distance to close in on the enemy, making it easy to follow up with the next attack. Also, because it is fire-elem

Resonance Jude Arts Phoenix Drop Fist — | Flash Break Sealed Wing Bullet (P.132) — | — —

Martial Body Tojinchō (兎迅) | (Earth) Sub-status — | Unlocked Nodes 46

TP Cost 11 | Power 320 | Hit Count 1 | Physical/Magical Ratio 10:0 | Break 1 | Gauge 10

Feature: Down | Count [100] Guard Break / Break 2 [200] Action Speed UP

While crouching, unleash a powerful thrust forward that knocks the enemy down. After the attack you leap backward, but this portion can be canceled with various attacks or steps. If you perform a front step, you can follow up with attacks such a

Resonance Mira Splash (ミラ スプラッシュ) Arts/Techniques — | Shuiyue Liepo (P.136) — | Lowen — | Splash — | Shuiyue Liepo (P.136) —

Martial Body Tairin Gekka (大輪月華) | Sub-status — | Unlocked Nodes 22

TP Cost 14 | Power 350 | Hit Count 1 | Physical/Magical Ratio — | Break 1 | Gauge 10

Feature: Enemy Inversion | Count [200] Area Expansion

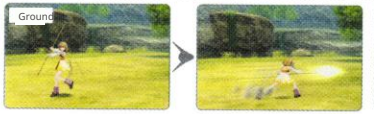
By holding the tip of the staff and swinging it around, you attack a wide area around you all at once. It has a slow startup, making it difficult to incorporate into combos. To take advantage of its wide attack range, use it as a single hit w

Resonance: Alvin Shingetsu Flash Art/Skill — | Gōten Buyō (P.138) — | — —

Martial Ba Scattered Sand Rain Chirisazame — Sub-status — Dexterity: Release Node 13

TP Cost 16 | Power 400 | Hit Count 5 | Physical/Magical Ratio 10:0 | Break — | 5 | Gauge 30

Traits — | Count 【100/200/400/1000/2000/4000】 Hit count +1 ※



Thrusts forward repeatedly. The more the count increases, the more hits are added, up to a maximum of . This follow-up attack activates if you keep holding the button. Hit counts are reduced in the air, so it is recommended to

Resonance Jude | Rotating Wind Dance ▸ Sealed Dance Theatrical (P.132)

Arts/Techniques — ▸ —

Martial Ba Maki Sora Sen (Kankuu Sen) (Wind) Sub-status — Unlocked Nodes 24

TP Cost 12 | Power 380 | Hit Count 1 | Physical/Magical Ratio — | Break 1 | Gauge 10

Features Down / Phase-through | Count 【200】 Area Expansion

Assume a staff stance and toss enemies that enter the attack range up into the air. Because it has slow startup, you need tactics like timing it to overlap with enemies getting up from a downed state. After the attack, follow up with

Resonance Jude Aerial Spinning ▸ Spiral Sky Mirror Dance (P.132)

Technique — ▸ —

Mira Fireball > Aerial Fire (P.127)

Martial Ba Soaring Dance Brilliant Explosion Shoubu Koubappa — Sub-status — Stamina — Unlocked Nodes 25

TP Cost 18 | Power 330 | Hit Count 2 | Physical/Magical Ratio 10:0 | Break 2 | Gauge 20

Feature: Down | Count [200] Float Up

Jump straight up and swing the staff down to slam a shockwave into the ground. The higher the altitude, the wider the shockwave's attack range becomes. If there are enemies below you after an aerial combo, it's good to scatter them with this technique.

Resonance Lowen Bluesphere ▸ Ryūmai Hōbakuh (Flowing Dance Collapse Explosion) (P.139)

Technique — ▸ —

Yuyi Kasshinkon Waltz (Kasshin Staff Waltz) — Sub-status — Unlocked Nodes 9

TP Cost 30 | Power 840 | Hit Count 6 | Physical/Magical Ratio 10:0 | Break 6 | Gauge 12

Features — | Count —

Advance while swinging a staff enveloped in light. Not only is the power high, but attacks connect immediately after bringing the staff overhead, allowing you to deal damage quickly. It is effective for incorporating into combos and for scattering surrounding enemies.

Secret Ar Kasshinkon Kagura (Kasshin Staff Kagura) — Sub-status — Liberation Node 9

TP Cost 0 | Power 3300 | Hit Count 5 | Physical/Magical Ratio 10:0 | Break 5 | Gauge 0

Feature: Guaranteed Hit/Down | Count —

After swinging the staff to whip up a whirlwind, the user leaps up and delivers a crushing strike from the sky that shatters the ground. The attack range expands forward from around the target, making it easy to deal heavy damage to m

*Power +40 for each additional hit. Also, in the air, the count [400] caps at a maximum of 6 hits.

Tactics Attack Make full use of support and recovery techniques

When combat begins, first raise your stats with abilities like "Sharpness." Then deal heavy damage with combos, and when a combo ends, reapply any support spells whose effects have worn off. If an ally's HP drops in the meantime, heal them with something like "First Aid." Repeating this is Leia's basic way of operating.

When using a support skill be sure to link with one of your allies and propagate it.

Increase opportunities for Special Active Staff Technique to activate

If you activate the Vital Stick Technique, your attack range will expand greatly, making combat easier. If you have the skill "Stick Plus 2", it will also activate with Flash Guard, so make use of that as well. However, whichever method you use to activate it, timing is extremely important. Use the method introduced on the right to reduce the risk of taking damage as much as possible.

Also equip them together. The appearing "TP Drain Guard" has an effect when Flash Guard is active

Tips for activating the Active Stretch Staff technique with "Stick Plus 2"

Press the button slightly earlier than usual

Try to draw the enemy's attack as much as possible before pressing the button. If you delay, the attack will hit directly, so aim to press early so that even if you fail it will result in a guard.

Hold the button and backstep

● Right after pressing the button, immediately backstep. This way you gain two chances to trigger the Active Staff Technique, and even if you fail you can avoid a direct hit by gu

*Special Steal items by knocking enemies down yourself!

Item steal can be activated even if you switch control characters while the enemy is down. In other words, you can have Leia take an enemy down and then immediately switch control to another character and have that character steal from the downed enemy. Leia has attacks that knock enemies down, so using this method lets you steal items independent of your partner's arts.

・Flow until Item Steal activation

Right after landing a + (second hit) or moves like "Rabbit Swift Thrust," switch control characters. If the switched character is far from the enemy, have Leia immediately close the distance so she doesn't leave the enemy.

◆ Leia Roland

Recommended Combos

The front step after "Rabbit Swift Thrust" is the key to the AC-recovery combo

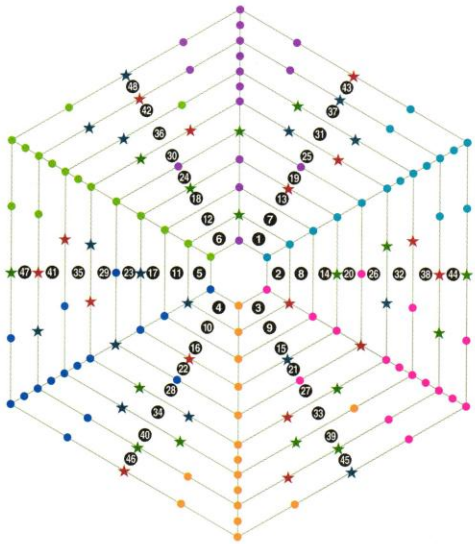
AC2 or higher | 3 HITS or more

Starting from the "Shunjin Claw," which excels in charging power, chain combos and then use "Rabbit Rush Strike" to knock the enemy down. The key is to perform a front step immediately afterward, which removes the backward movement of "Rabbit Rush Strike" and allows you to close in on the enemy. After the step, wait a moment to recover AC. Once AC recovery is confirmed, continue the follow up with + which has the characteristic of launching the enemy.

Development Policy Consider sub-stats that affect techniques

Because the stats are average, by learning the necessary techniques and skills you will naturally develop a well-balanced stat distribution. When intentionally raising stats, consider the sub-stats that affect techniques. For example, the early-usable and frequently used "Shunjin Claw" and "San—" (散華) are influenced by Agility, and increasing counts makes them stronger; "Sansayuu" (散沙雨) is affected by Dexterity. Raising these will let you deal greater damage.

Techniques and skills that can be learned with the Liliar Orb (red text indicates key areas)



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- ····· SP
- ····· Strength
- ····· Endurance
- ····· Intelligence
- ····· Spirit
- ····· Agility
- ····· Dexterity

▼1st card

No.	Arts/Skills
❶	Swift Claw
②	Vitality
③	First Aid
④	Splendor Assault
5	Grow Up Heal
⑥	Magic Guard
❼	HP Gain
⑧	TP Gain
⑨	Combo TP Support
⑩	Wergard
⑪	Flash Guard
⑫	Sansanka
⑬	Earth Guard
⑭	Sharpness
⑩	Steel Plus
⑩	Exceed
⑩	TP Drain Guard
⑩	Wind Guard
10.	Spirits
⑳	Item Picker
21	Immunity
2	Combo Mental Supply
㉓	Good Job
24	Spiral Void

No.	Arts/Skills
2	Mental Defense
㉖	Exceed 2
㉗	Shōsōgeki
2	Treasure Fang
㉙	Raise Dead
㉚	Holy & Dark Breath
㉛	Aqua Guard
㉜	Barrier
㉝	Runner Supply HP
6	Moving Assault
㉟	Search Guard
㊱	Fancy Elements
㊲	Dexterity
㊳	Agility
39	Stamina
㊵	Strength
4	Intelligence
4	Mind
㊸	Aerial Jump
㊹	Lucky Item
45	Dark Guard
46	Rabbit Swift Strike
㊼	Runner Supply TP
㊽	Fire Guard

▼Second sheet

No.	Arts/Skills
①	Life Up
@	Hien Shōsen
3	Heel Share Plus
4	Slide Link Arts
6	Heal
⑥	Mental Up
7	Assault Condition
⑧	Light Guard
❾	Active Stretch Staff Waltz
❿	Stick Plus
⓫	Exceed 3
⓬	Many-Many Link
⓭	Scattered Sand Rain
⓮	Revival Energy HP
⑩	Steel Mental Plus
⑩	Limiter
⓱	Revival Energy TP
⓲	Limiter 2
⓳	Item User
⓴	Vitality 2
④	HP Gain 2
22	Great Wheel Moon Blossom
㉓	Spirits 2
㉔	Stamina 2

No.	Arts/Skills
	Four Shōbu Kō Bakuhatsu
26	Quickness
㉗	Cure
㉘	Stepper
㉙	Stick Plus 2
㉚	Limits Fever
㉛	Dexterity 2
㉜	Agility 2
㉝	Stamina 3
㉞	Strength 2
65	Intelligence 2
6	Mind 2
㊲	TP Gain 2
㊳	Recall
㊴	Bench Warmer TP
㊵	Bench Warmer HP
4	Item Everyone
㊷	Limiter 3
㊸	Appeal Target
㊹	All Guard
㊺	Move Armor
㊻	Life Rebirth
4	Speed Items
48	Splendor EXP

Recommended leveling sample up to level 60

L.Lv. Approximate Growth Periods for Lirial Orb — Training points

1
~

10
~
First sheet, first time — Key Area 14
First sheet, second time — Key Area 24
First sheet, third time — Key Area 27

20
~
First sheet, fourth time — Key Area 32
First sheet, fifth time — Key Area 39

30
~
First card, sixth time — Key Area 46
Second sheet, first time — Key Area 13
Second sheet, second time — Key Area 2
Second sheet, third time — Key Area 27
Second sheet, fourth time — Key Area 3
2nd Disc, 5th Time — Key Area 4

40
~

50
~

Quickly raise the Lirial Orb

- 20 Item Picker
- 22 Good Job
- 2 Treasure Fang
- 2 Raise Dead
- 65 Search Guard

The Lirial Orb is already somewhat developed from the initial state, and a lot of GP has been earned. After joining, immediately learn useful skills and techniques such as "Good Job" and "Raise Dead," and thereafter continue to develop the Lirial Orb.

Increase the required stats while heading straight for "Rabbit Swift Strike"

- 38 Agility
- 40 Strength
- 41 Lucky Item
- 45 Dark Guard

At this stage, after learning the skills listed on the left, it is recommended to go straight to "Usagi Shun" (Usagin Swift Strike). Once you learn "Usagin Shun", it becomes significantly easier to inflict downed states, increasi

Many handy techniques and skills are available

- - Hien Shosen
- 5 Heal
- 9 Kassin Kon Enbu
- 10 Stick Plus
- 10 Revival Energy HP
- 1 Steal Mental Plus
- 10 Item User
- 21 Vitality 2
- 26 Quickness
- 2 Stepper

"From spells like 'Heal' and 'Quickness' to skills such as 'Stick Plus,' which lengthens the active time of Vital Staff Arts, a variety of useful abilities are available. Of particular note is 'Item User' — once you learn this skill, it enhances the effects of items. This applies not only to healing items like 'Apple Gummy' but also to time-stopping items such as the 'Hourglass.'"

"Once you have learned all of these, steadily grow the Lirial Orb."

"Get skills that make items easier to use!"

- 42 Agility 2
- 34 "Strength 2
- 38 Recall"
- 4 "■ Benchwarmer TP
- 47 Speed Item"

"If you set 'Item Everyone,' the effects of healing items will apply to all allies. In addition, if you acquire 'Speed Item,' which lets you use items in rapid succession, you can repeatedly use healing items in a pinch to recover your position."

"ANOTHER [Fancy Elements] adds the enemy's weak attribute to attacks"

"If you learn 'Fancy Elements,' you can add one of the elemental attributes to your attacks. The attribute added in this case will be the target enemy's weak attribute; if the enemy has no weakness, the attribute is chosen at random. In short, even without equipping a specific weapon or using a particular art, you can exploit an enemy

"However, the duration of this art's effect is only about 30 seconds, so reapply it frequently after every few links."

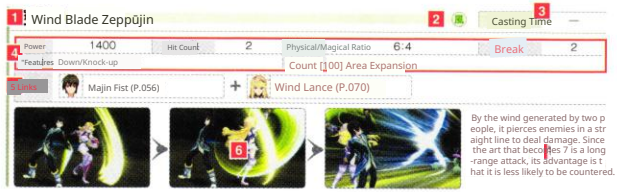
共鳴術技データ

"Link Arts Data+"

Detailed data for all 66 Resonance Arts are listed and arranged in the order of character combinations.

Note that Resonance Arts with the same name that have multiple combinations are consolidated into a single entry.

How to Read the Resonance Arts Data



1 Name

Name of the Resonance Technique.

2 Attribute

The attribute applied to that resonance technique.

3 Casting Time

The time it takes for that resonance technique to activate.

4 Performance

The performance of that resonance technique. The meanings of each item are as follows.

Power ····· Power when all hits land. For reference, the power of a normal attack is 100. Hit Count: The base number of hits for that resonance technique. It may increase or decrease depending on the enemy's size.

Physical/Magical Ratio: Indicates how much that resonance technique's power is affected by physical attack power and magical attack power respectively. For example, if it shows "73", physical attack power affects 70% and magical attack power affects 30%. See p.045 for details.

Break: The break value when all hits land. (P.046)

Features ····· Effects that occur, etc. See P.051 for details.

Count ····· Changes that occur based on the number of uses

5 Links

Indicates the combination of the character who can use that Resonance Art and the skill. Note that Mira can trigger the corresponding magical technique for that art, and Alvin can also activate a Resonance Art of the same name from the charged version of that skill.

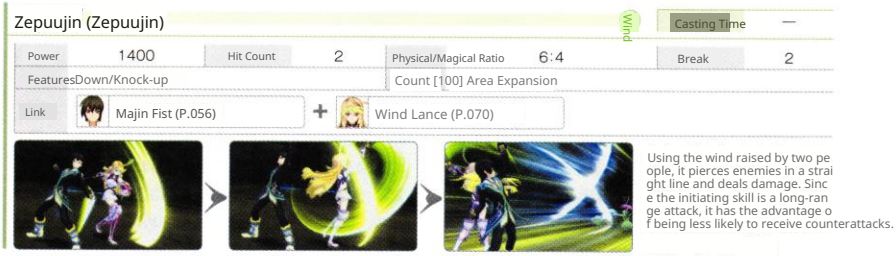
6 Images of Resonance Arts

Images of the Resonance Art. Those that change significantly with trait charge or number of uses are shown separately.

7 Description

Explains the main ways to use that Resonance Art and so on.

Resonance Art Data (values in ( ) indicate Alvin's performance when in a charged state)



Genbusan (玄武散)

地 Casting Time —

Power	1500	Hit Count	3	Physical/Magical Ratio	10:0	Break	3
Features: Down/Launch/Guard & Steel Body Break				Count	—		

Link: Sanzanka (P.057) + Rock Try (P.071) or Rock Try (P.109)

In time with Jude's Sanzanka movement, a giant arm-shaped rock delivers a three-hit combo. If the third hit connects, it is possible to juggle the enemy.

Sou Saijin (Twin Crushing Swift)

(Light) Casting Time —

Power	1700	Hit Count	2	Physical/Magical Ratio	10:0	Break	2
Features: Down/Launch				Count	—		

Link: Muen (P.059) + Divine Streak (P.073) or Glae Cage (P.074)

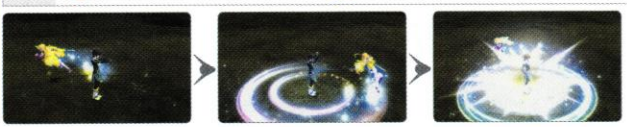
Two characters flank the target and dash past while attacking, adding a follow-up strike as they turn. It hits nearby enemies as well, and the second hit can launch foes.

Spirit Medic

Casting Time —

Power	1100 power, Hit Count 10, Physical/Magical ratio 10:0					Break	1
Features	Knock-up / HP Recovery 50% / TP Recovery 1% / Physical Defense & Magical Defense +50% Count [100] TP Recovery +2%						

Link: Healing Technique (P.056) + Round Edge (P.075)



Mira moves in a circle around Jude. Enemies struck by Mira take damage, and allies inside the circle are healed — a resonant technique that combines offense and defense.

Kijin Rensen Shuu

風 Casting Time —

Power 2520, Hit Count 10, Physical/Magical ratio Attributes: Down / Knock -up / Pul l-in / Guard & Steel Body Break Count - Link: Gale Fist (P.058) + Gale Fist (P.058)						Break	8
+				Count	9:1		

Cyclone (P.073)

Jude creates a tornado that lifts enemies high into the air, allowing the two to perform a consecutive attack from ground and air. The attack has a very wide range and high power, making it easy to use.

Aerial Fire

火 Casting Time —

Power	1600	Hit Count	3	Physical/Magical Ratio	6:4	Break	3
Attributes: Down/Launch/Guard & Stagger Break				Count	—		

Link: Fireball (P.070) + Maki Kūsen (P.059) or Maki Kūsen (P.122)

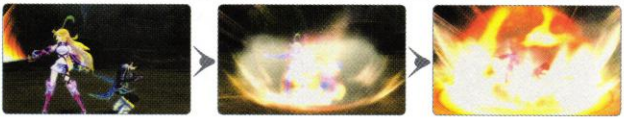
Against an enemy launched into the air by "Maki Kūsen," Mira releases a "Flare Bomb." If not activated at close range, "Maki Kūsen" will miss and the move will end in a whiff.

Enjin (炎陣)

Fire | Casting Time —

Power	1500	Hit Count	1	Physical/Magical Ratio	5:5	Break	1
Features: Down/Launch				Count	[100] Range Expansion / Hit Count +1 (Power +300) / Guard & Steel Body Break		

Link: Eishorai (Sharp Summon) (P.057) + Burn Spread (P.071)



The combat auras emitted by two people burst into an explosion, dealing damage to all enemies within the area. The attack range is approximately the same as that of "Burn Spread".

Raisenken (雷門拳)

Fire·Wind | Casting Time —

Power	1900	Hit Count	4	Physical/Magical Ratio	5:5	Break	4
Features: Trigger/Guard & Steel Body Break				Count	—		

Link: Palm Strike (P.057) + Vanish Volt (P.072) or Thunder Blade (P.074)

Jude leaps up and receives the power of lightning from Mira, using it to strike enemies suspended in midair. Note that if the enemy's body is small, the lightning may fail to hit.

Messouranga (Metsu Claw Chaos Fang)

Casting Time —

Power	2400 Hits		8	Physical/Magical Ratio	10:0	Break	8
Attributes: Down/Rise/Guard & Steel Body Break				Count	—		

Link: Renge-dan (Raging Fang Shot) (P.058) + Assault Dance (P.075)

The two characters alternately attack an enemy launched into the air, dealing massive damage. The final attack knocks the enemy away, so use it when you want to create a large distance.

Scarlet Fang

火 | Casting Time —

Power	2835 Hits		11	Physical/Magical Ratio	10:0	Break	11
Attributes: Down/Rise/Guard & Steel Body Break				Count	—		

Link: 尖 Fang (P.060) + Raging Sun (P.073)

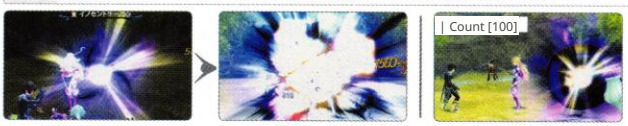
Jude slams the ground to launch enemies into the air, and Mira, clad in flames, charges into them. The attack has a narrow range, so use it against enemies weak to fire.

Innocent Gate

Casting Time —

Power	1800	Hit Count	6	Physical/Magical Ratio	5:5	Break	6
Attributes: Down/Launch/Guard & Stamina Break				Count [1~] Pull-in range UP [100] Hold the button from activation to make the sphere advance			

Link: Rebel Yang Formation (P.060) + Negative Holder (P.075)



A light-and-dark sphere created by the two players pulls enemies in and triggers an explosion. Enemies take damage when touched by the sphere and again at the explosion, and are heavily knocked back.

Cataract Blade

光

Casting Time —

Power	3380	Hit Count	6	Physical/Magical Ratio	10:0	Break	6
Features	Down/Knock-up/Guard & Steel Body Break			Count	—		

Link: Hou-Tsui Fist (P.060) + Cataract Ray (P.075)

After Jude kicks the enemy up, he receives a sword of light from Mira and slashes with that blade. If the enemy is far away, the kick won't connect and the damage will be reduced.

Majin Ren'ga Zan (Demonic God Linked Fang Slash)

Casting Time —

Power	1400	Hit Count	3	Physical/Magical Ratio	10:0	Break	3
Features	Down/Knock-up/Enemy Piercing			Count	—		

Link: Majin Fist (P.056) + Majin Sword (P.085)

After each releases shockwaves in turn both fire a massive shockwave simultaneously. The final shockwave can hit all enemies lined up on a straight line.

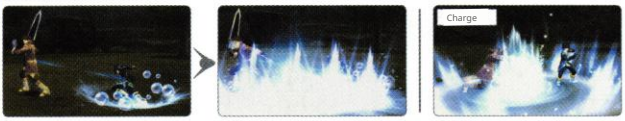
Tenryu Pursuit Blade (Tenryū Tsui Jinsen)

Water

Casting Time —

Power	1710 (2250)	Hit Count	5〈6〉	Physical/Magical Ratio	10:0	Break	5〈6〉
Features	Down/Knock-up/Guard & Steel Body Break			Count	—		

Link: Tenpao (P.058) + Tide Bullet (P.087)



A combo finisher that follows up with "Tide Bullet" against enemies knocked down by "Tumbubble." When Alvin is in a charged state, its power is greatly increased.

Hiten Shoseiku (Hiten Shōseiku)

風

Casting Time —

Power	2730	Hit Count	4	Physical/Magical Ratio	10:0	Break	3
Traits: Launch/Guard & Body Break				Count	[1~500] Increased Flight Distance		

Link: Hiten Shō (P.059) + Aerial Bullet (P.088)

Jude rides the sword Alvin raises and accelerates, then delivers a powerful kick from midair. The shockwave expands in range the farther it is from the target, which is its character

Kōshōha (Kokōshōha)

Casting Time —

Power	2000	Hit Count	10	Physical/Magical Ratio	10:0	Break	10
Traits: Launch (charged state)/Guard & Body Break				Count	—		

Link: Palm Strike (P.057) + Wide Shot (P.090)

Alvin's gun fires an energy projectile that is enhanced and launched with "Shouteiha" (Palm Strike). The energy projectile travels forward, sweeping up enemies in a straight line.

Reflect Bombing

Casting Time —

Power	2200〈2420〉	Hit Count	3〈4〉	Physical/Magical Ratio	6:4	Break	3〈4〉

Features Down/Knock-up/Guard & Steel Body Break

Count [1–100] Range Increase

Link: Feathered Swallow Consecutive Kick (P.053) + Demon God Explosive Flame Slash (P.091)

Alvin's energy shot is kicked in to the ground by Jude, causing it to explode. If Alvin is in a charged state, its performance is slightly enhanced.

Giant Tibo Drop

Casting Time —

Power	2100	Hit Count	3	Physical/Magical Ratio	10:0	Break	3

Attributes: Down/Throw/Guard & Stance Break

Count [1–100] Area Expansion

Link: Retsuha Palm (P.060) + Tibo Bressher (P.102)

The enlarged Tibo crushes enemies blown away by "Retsuha Palm." The area increases with the number of uses up to 1.5 times the initial size, making it easier to hit multiple enemies.

Aid-All

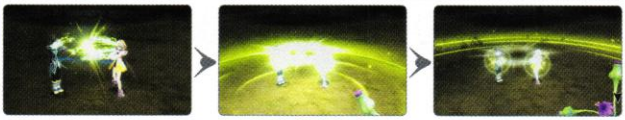
Casting Time —

Power	—	Hit Count	—	Physical/Magical Ratio	—	Break	—

Attribute: Restores 40% HP

Count —

Link: Healing (P.056) + Pixie Circle (P.099) or First Aid (P.119)



By two people using recovery arts simultaneously, a resonance art that restores 40% of the entire party's HP. When everyone's HP is reduced, you should use it proactively

Garyō Upper (Garyou Upper)

Casting Time —

Power	2300	Hit count	6	Physical/Magical Ratio	10:0	Break	6

Characteristics: jolt/launch/guard & steel-body break

Count 【25/50/75/100】Hit count +1 (Power +230)

Link: Garyō Kūha (P.060) + Tibolizing (P.101)

When Jude sends enemies flying with an uppercut, Typo follows up by thrusting upward and striking along with him. Even if the initial uppercut doesn't connect, it can still hit nearby enemies.

Tipo the Beast

Casting Time —

Power	2300	Hit Count	4	Physical/Magical Ratio	10:0	Break	4

Characteristic: launch

Count —

Link: Shishi Senkou (P.059) + Tibo Battle Roar (P.101)

Tybo, wrapped in lion-like fighting spirit, advances while biting. Its range is short but its power is relatively high, and it can hit enemies lined up in a straight path.

Recovery Heal

Casting Time —

Power	—	Hit Count	—	Physical/Magical Ratio	—	Break	—

Effect: Restores 30% HP / Cures status ailments and changes / Status ailment prevention count

Link: Kaiki Passage (P.056) + Recover (P.099)

When the two use restorative power simultaneously, a flood of healing light spills forth. This resonance technique not only restores HP but also cures status ailments and changes, and can even provide prevention–

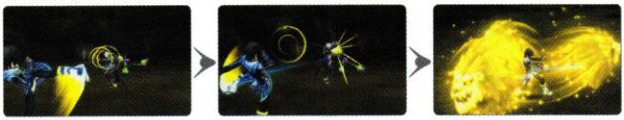
Shikou Bakusai Jin

(地) Casting Time —

Power	2400	Hit Count	4	Physical/Magical Ratio	7:3	Break	4
				Count	—		

Attribute: Down/Knock-up/Guard & Stagger Break

Link: Lion's Battle Roar (P.059) + Air Pressure (P.110)



Using the earth-attribute knife thrown by Lowen, unleash "Lion's Battle Roar" in three directions. It can hit surrounding enemies at once, so use it when you're surrounded.

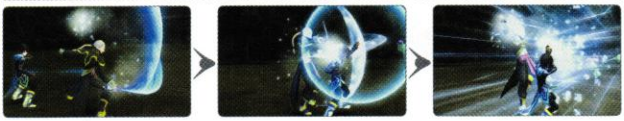
Zep Pare Retsu Hyogeki

Aqua Land Casting Time —

Power	2300	Hit Count	3	Physical/Magical Ratio	5:5	Break	3
				Count	—		

Attribute: Down/Knock-up/Guard & Stagger Break

Link: Retsuha Palm (P.060) + Freeze Lancer (P.110)



Crush the ice created by Lowen with "Retsuha Palm" and hurl it at the enemies in front. It's hard to hit small enemies, but if it connects it launches them a long way.

Splash Line

(Water) Casting Time —

Power	1700	Hit Count	6	Physical/Magical Ratio	6:4	Break	6

Attribute: Aerial/Knock-up/Guard & Stagger Break

Count [100] Hit Count +1 (Power +340) / Down

Link: Demon God Fist (P.056) + Splash (P.109)

Jude applies force to the water bottle created by "Splash" and fires a laser. Because the range is long, he can stay somewhat away from enemies

Can attack even while doing so.

Sea Dragon Fist Kairyūken

(水) Casting Time —

Power	2100	Hit Count	1	Physical/Magical Ratio	5:5	Break	1
				Count	—		

Feature: Down/Revive/Guard & Armor Break

Link: Wolong Sky Break (P.060) + Bruce Sphere (P.110)

Jude, who received the power of water from the leaping Rowen, releases a pillar of water toward the front. The water pillar is quite large, making it easy to group and attack enemies located ahead.

Fubuka Shocking Drama (Houbu Kasshingeki)

風 Casting Time —

Power	3570	Hit Count	Physical/Magic Ratio 13	10:0	Break	13

Traits: Launch/Raise/Pull/Guard & Iron Body Break Count —

Link Rondo Whirlwind (P.059) + Scattering Sand Rain (P.122)

Reia unleashes a combo on enemies pulled in by "Rondo Whirlwind." It draws in surrounding foes and deals massive damage — a very powerful resonance technique.

Vite Reinforce

Casting Time —

Power	—	Hit Count	—	Physical/Magical Ratio	—	Break	—

Features Physical Attack & Magic Attack +40% Count [100] Hit Count +1 (Power +1800) / Down [200] Hit enemies' Physical Attack & Magic Attack -40%

Link Eishorai (Sharp Summon) (P.057) + Sharpness (P.120)

Shares energy with allies to raise everyone's attack power. After 100 or more uses, an attack hit is triggered that can send hit enemies flying a great distance.

Kankū Kyōbu (巻空鏡舞)

Wind Casting Time —

Power	2100	Hit Count	1	Physical/Magical Ratio	10:0	Break	1

Properties: Down/Knock-up/Guard & Stalwart Break Count —

Link Kankū Sen (P.059) + Maki Kūsen (P.122)

Two characters positioned on either side of an enemy simultaneously use "Kankū Sen" to launch the target high into the air. It can blow away not only the target but also

Muzanka (六散華)

(Earth Casting Time —

Power	2300	Hit Count	6	Physical/Magical Ratio	10:0	Break	6

Properties: Launch/Knock-up/Guard & Stalwart Break Count —

Link Sanzanka (P.057) + Sansanka (P.121)

Two characters simultaneously perform "Sansanka," resulting in a relentless six-hit combo. It is less likely to hit enemies other than the target, so aim it precisely at enemies weak to Earth attribute.

Sembahō Yokudan (閃破封翼弾)

Fire Casting Time —

Power 2520	Hit Count	5	Physical/Magical Ratio	9:1	Break	5

Properties: Down/Knock-up/Guard & Stalwart Break Count —

Link Hōtsui Ken (P.060) + Hien Shōsen (P.121)

Leia launches an attack that lifts enemies into the air, and Judge strikes them down. If activated from "Hōsuiken" (Phoenix Fall Fist), Leia's attacks are hard to land, so it's pref

Bakujin Sanga (Explosive Formation Scatter Painting)

Casting Time —

Power	1350	Hit Count	3	Physical/Magical Ratio	5:5	Break	3
Features	—			Count	[Every 10 up to 150] Area expansion (increases the number of scattered fragments)		

Link: Condemnation (P.076) + Variable Trigger (P.086)

She uses the sword to scatter a magic circle with a gun; enemies hit explode after about 3 seconds. The power isn't high, but its appeal is that it can hit all enemies in front.

Ryūkometzugan (Dragon-Tiger Destroying Fang Slash)

Casting Time —

Power	2000	Hit Count	12	Physical/Magical Ratio	9:1	Break	12
Features	Down/Knock-up/Guard & Steel Body Break			Count	—		

Link: Distol Nova (P.076) + Senkū Reppa (Sky-Cleaving Rift) (P.086)

Alongside the dragon born from the sword strike, the two rise and, as a trinity, slam into the ground. A magic circle is drawn on the ground, engulfing all enemies within its range.

Gurenken (Crimson Lotus Sword)

Casting Time —

Power	1400	Hit Count	3	Physical/Magical Ratio	5:5	Break	3
Features	Down/Revive/Guard & Armor Break			Count	—		

Link: Toraya Break Slash (P.085) + Fireball (P.070) or Fireball (P.109)

The partner's released flame wraps around the sword and, after leaping up, is released toward the ground. The resulting explosion blows enemies together and sends them fl

裏斬 Claw Thunder Shūsō Raizan

Fire Wind Casting Time —

Power	1800	Hit Count	7	Physical/Magical Ratio	2:8	Break	7
Attributes	Down/Raise/Guard & Stamina Break			Count	—		

Link: Majin Flash Slash (P.090) + Banish Volt (P.072) or Thunder Blade (P.074)

Two lightning-clad figures perform consecutive slashes and finish with a lightning strike. After a hit from "Majin Flash Slash," enemies are knocked away and become hard t

Quake Raider

(Earth) Casting Time —

Power	1800	Hit Count	5	Physical/Magical Ratio	6:4	Break	5
Features	Down/Revive/Guard & Armor Break			Count	[50/100/150] Hit Count +1 (Power +180)		

Link: Rock Try (P.071) + Earth Dragon Slash (P.089)

Two people simultaneously thrust their swords in, dealing damage with the shockwave produced. Note: As the number of uses increases and the hit count rises, targets hit b

Magical Tipo

Casting Time —

Power	1800	Hit Count	1	Physical/Magical Ratio	10:0	Break	1

Characteristic: launch

Count [25/50/75/100] Power +90 & Knockback Distance UP

Link: Lunatic Sting (P.075) + Tibo Battle Roar (P.101)

A resonance skill where a giant Tibo charges straight out from the magic circle Mira drew. Its r each is rather short, so activate it from very close range, practic ally in contact with the enemy.

Fairy Circle

Wind

Casting Time 2.5 seconds

Power	1800	Hit Count	2	Physical/Magical Ratio	0:10	Break	2

Feature: Restores 75% HP (Elise) / Restores 55% HP (Leia)

Count —

Link: Arrivederci (P.072) + Heartless Circle (P.099) or Heal (P.119)

Attacks enemies within a magi c circle drawn on the ground a nd heals allies. The spawn loca tion of the magic circle can be changed by holding the button while moving the

Chaotic Fuser

Fire, Water, Wind, Earth

Casting Time 2.16 seconds

Power	3300	Hit Count	7	Physical/Magical Ratio	0:10	Break	7

Feature: Down

Count —

Link: Glae Cage (P.074) + Flutter's Dim (P.100)

Summons a sphere of energy i n the air that attacks with scatt ering lights and explosions. It h as a very wide attack range an d is easy to use because you ca n change where the sphere appears.

Pico Rain

Casting Time —

Power	420	Hit Count	3	Physical/Magical Ratio	10:0	Break	3

Feature: Causes knock-up / Guard & Steel Body Break / Stun (100%) Count [up to 300, in increments of 20] Pico Hammer count +1 (Power +140 [100–200] Accuracy up

Link: Wind Lance (P.070) + Pico Hammer (P.10

The launched "Pico Hammer" splits in the sky and rains dow n like a shower. "Pico Hammer s" fall around the landing Mira, and enemies hit by them are stunned.

Thunder Pressure

Fire Wind

Casting Time —

Power	2700	Hit Count	2	Physical/Magical Ratio	9:1	Break	2

Attributes: Down/Guard & Stagger Break

Count [100] Hold the button from activation to add +40 hits (Power +1080)

Link: Thunder Blade (P.074) + Tibo Pressure (P.102)

A massive Tibo falls from the sk y and violently discharges electr icity over a wide area. When the number of uses is 100 or mo re, holding the button and havi ng the Tibo land a direct hit increases the number of hits.

Jirendai Bakushō (Time-Practice Great Explosion Bell)

Casting Time —

Power	Hit Count	Physical/Magical Ratio	Break
1700	2	5:5	2

Traits: Induces Recovery/Knock-Up & Guard & Body Break | Count —

Link: Condemnation (P.076) + Requiem (P.112)

A resonance technique where two people project a magic circle forward and cause touched enemies to explode after a delay. The advantage is that it can attack all enemies alon

Fatal Bomb

Casting Time —

Power	Hit Count	Physical-Magic Ratio 7:3 Break	
1980	11		11

Traits: Down/Recovery/Knock-Up & Guard & Body Break | Count 【50/100/150】Hits +2 (Power +360)

Link: Fireball (P.070) + Severed Fate (P.111)

It immobilizes the target's movement with "Severed Fate," and then follows up with "Flea bomb." It features the ability to deal damage regardless of the enemy's position.

Raging Mist

Fire

Casting Time 2.5 seconds

Power	Hit Count	Physical/Magical Ratio	Break
3132	6	0:10	6

Features — | Count —

Link: Raging Sun (P.073) + Diffusional Drive (P.111)

Bathes the target in high-temperature steam created by water from the ground and fireballs from above. Not only does it have a wide attack range, but the attack position c

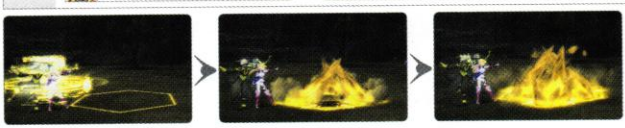
Rock Hexa

Casting Time 2.16 seconds

Power	Hit Count	Physical/Magical Ratio	Break
2300	2	0:10	2

Feature: Down | Count —

Link: Rock Try (P.071) + Rock Try (P.109)



Raises six stone pillars from the ground to thrust enemies upward in an area attack. The attack location can be changed by holding the button and moving the left stick.

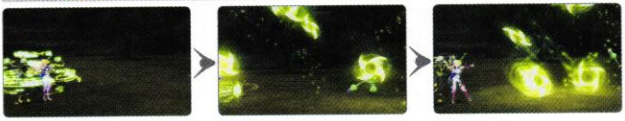
Air Thrust

Casting Time 2 seconds

Power	Hit Count	Physical/Magical Ratio	Break
2300	4	0:10	4

Features — | Count —

Link: Wind Lance (P.070) + Wind Lance (P.109)



Releases multiple kama-itachi that fly toward the target along irregular trajectories. The attack location can be changed at will, and because it has a fairly wide attack range, it is ea

Element 4

Fire, Water, Wind, Earth | Casting Time —

Power	2100	Hit Count	4	Physical/Magical Ratio	7:3	Break	4
Traits: Knockdown/Trip & Guard/Armor Break				Count	—		

Link: Assault Dance (P.075) + Fancy Elements (P.120)

Leia releases the powers of wind, earth, water, and fire in that order; Mira receives each one and adds slashing attacks. This resonant technique can cause multiple status effects.

Flare Tornado

Fire | Casting Time —

Power	1800	Hit Count	9	Physical/Magic Ratio	5:5	Break	9
Traits: Down/Trip/Guard & Armor Break				Count	—		

Link: Burn Spread (P.071) + "Rising Sweep" (P.121)

Mira spins around Leia, creating a pillar of flame tornado at the center. Because it can attack all enemies within the area at once, it's useful when surrounded by multiple foes.

Suigetsu Reppa (Suigetsu Reppa)

Casting Time —

Power	1900	Hit Count	3	Physical/Magical Ratio	6:4	Break	3
Feature: Down/Launch/Guard & Stagger Break				Count	—		

Link: Usagin Hayate (P.121) + Splash (P.071) or Splash (P.109)

The water orb created by the partner is launched forward by Leia, sending any enemy hit soaring into the air. The attack has a narrow range, so activate it from close ra

Shunjin Fūga (Shunjin Wind Fang)

(Wind) Casting Time —

Power	1700	Hit Count	6	Physical/Magical Ratio	8:2	Break	6
Feature: Launch/Guard & Stagger Break				Count	—		

Link: Wind Lance (P.070) + Jin Claw (P.120)

Together with Mira's "Wind Lance," Leia delivers a powerful "Shunjin Claw." It has a relatively long reach and can hit most enemies in front of her.

Piko Hazan (Piko Break Slash)

Casting Time —

Power	1500 (2100)	Hit Count	2〈3〉	Physical/Magical Ratio	10:0	Break	2〈3〉
Attributes: Launch/Stun (100%)				Count	—		

Link: Toraya Break Slash (P.085) + Piko Hammer (P.101)

Alvin equips a massive "Pikohan" as a weapon and performs an attack that links an upward slash into a downward slash. Enemies hit are guaranteed to be stunned.

Tipo BUSTER (Tibo Buster)

Casting Time —

Power 1782 | Hit Count 3 | Physical/Magical Ratio 5:5 | Break 3

Features: Down/Launch/Guard & Steel Body Break | Count [100] Hold the button from activation to add +5 hits (Power +900)

Link: Variable Trigger (P.086) + Tipo Salve (P.101)

The Tibo attached to Alvin's gu n attacks the front in a fan-sha ped blast, knocking enemies a way. If used 100 times or more , holding the button will trigger a follow-up attack.

Tipo Chaser

Casting Time —

Power 2000 | Hit Count 5 | Physical/Magic Ratio 10:0 | Break 4

Features Initiate/Guard & Steel Body Break | Count [1~120] Range UP [1~1200] Improved Rear-Wing Performance

Link: Chase Bullet (P.089) + Tibo Vacuum (P.102)

From the Tibo attached to the gun, Tibo-shaped missiles po p out and bite the target repe atedly. Its greatest appeal is t hat it can aim and fire from a nywhere.

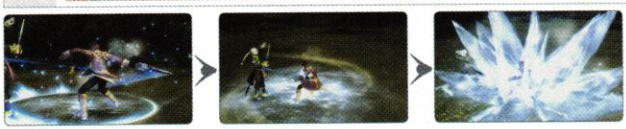
Guardian Ice Spear Formation (Shugohyosoujin)

Agua Land Casting Time —

Power 2100 hit count, physical/magic ratio 7 Traits: Down / 6:4 | Break 0

Pull-in / Bring-up / Guard & Iron Body Break Count 【1~200】 Pull-in Distance UP Guardian Sq

Link: uare Formation (P.087) + Absolute C (P.111)



Numerous ice spears emerge from the ground to deal dam age. It has a slight effect of pu lling enemies in at the start of the move, and afterward it kn ocks enemies away.

Fatal Circular

(Light Casting Time —

Power 1800 hit count 10 | Physical/Magical Ratio 10:0 | Break 0

Traits: Launch / Bring-up / Guard & Iron Body Break | Count —

Link: Rain Bullet (P.088) + Severed Fate (P.111)

Seals movement and unleash es a barrage of energy project iles. It can attack from any dire ction, but when Alvin is chargi ng, the projectiles take about 2 seconds longer to rain d

Breakthrough Cross (Shōhajūmonji)

Casting Time —

Power 1800 | Hit Count 2 | Physical/Magical Ratio 10:0 | Break 11

Features Down/Revive/Guard & Armor Break | Count —

Link: Swift Blade (P.086) + Claws (P.120)

"When two people perform 'Swi ft Blade' and 'Swift Claws' sim ultaneously, they slice the ene my in a cross and detonate it. I ts strength lies in being able to attack enemies located a

Aerial Shower

Water

Casting Time —

Power — Hit Count — Physical/Magical Ratio — Break —

Characteristic: HP Recovery 50% / Physical Attack & Magic Attack +40% Count [1–200] Bullet Speed UP

Link Rain Bullet (P.088) + Heal (P.119)

Embed healing power into bu llets to back up allies with a r esonant technique. It can res tore everyone's HP and also r aise attack power, making it dependable in batt

Gouha Tenpuyou (Gouha Tenpuyou)

Casting Time —

Power 2600 Hit Count 7 Physical/Magic Ratio 10:0 Break 70

Traits: Down/Knock-up/Guard & Stamina Break Count —

Link Shingetsu Sen (P.088) + Dairin Gekka (P.121)

Two people perform a simultane ous spinning attack, and the cen trifugal force sends enemies flyi ng into the air. Best used when s urrounded by foes, though its at tack range is not particularly wide.

Piko Piko Wafruits

Casting Time —

Power 1500 Hit Count 9 Physical/Magical Ratio 10:0 Break 9

Characteristic: Knock-up/Guard & Stamina Break / Stun (100%) Count —

Link Piko Hammer (P.101) + Mercy Waltz (P.112)

When attacking with "Mercy Waltz", summon "Pico Hamm er" above the target's head t o make them stunned. Activa te from close range to ensure "Mercy Waltz" hits.

Gravity

Casting Time 3.5 seconds

Power 3045 Hit Count 7 Physical/Magical Ratio 0:10 Break 0

Characteristic: Down/Pull Count —

Link Negative Gate (P.100) + C Waltz (P.111)

Summons a massive dark spher e into the air that draws in ene mies. Its power is high, but it of ten knocks enemies down on th e first hit, so the damage dealt t ends to be lower than the displayed values.

Azeria Blade

Waters) "Casting Time 3 seconds

Power 3000 Hit Count 4 Physical/Magical Ratio 0:10 Break 4

Feature: Down Count —

Link Black Guide (P.100) + Diffusional Drive (P.111)

Traps enemies in blocks of ice, a nd a dark angel cleaves them fr om above. The attack has a wid e range and can blow away ene mies it hits. The attack location c an be changed freely.

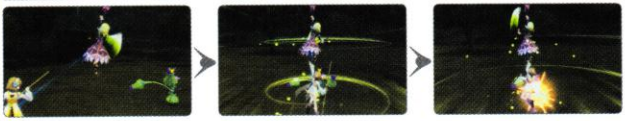
Riot Glider

(Wind) Casting Time —

Power 1092 | Hit Count 4 | Physical/Magical Ratio 10:0 | Break 4

Traits: Knockdown/Trip & Guard/Armor Break | Count [10/20/40/80/200] usable | ※ [1–180] Increases flight duration

Link Tibbo Glider (P.102) + Ascending Sweep (P.121)



Leia grabs onto Elise's legs and charges. As the number of us es increases and flight time is e xtended, the number of hits in creases substantially, and the damage dealt rises dramati

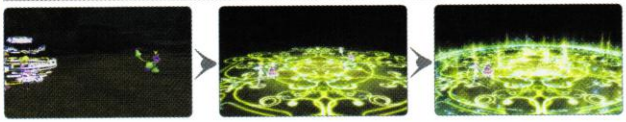
Resurrection

Casting Time 2.83 seconds

Power — | Hit Count — | Physical/Magic Ratio — | Break —

Trait: Recover 20% HP ×8 / Recover from status ailments and changes | Count —

Link Nurse (P.100) + Cure (P.119)



Draws a massive magic circle on the ground that covers vir tually the entire battle area a nd heals all allies. It can grea tly restore HP, so use it when in a pinch.

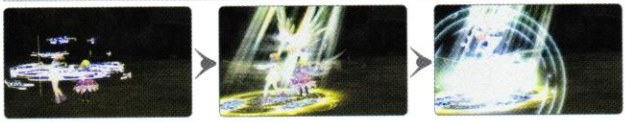
Full Raise Dead

Casting Time 3.66 seconds

Power — | Hit Count — | Physical/Magical Ratio — | Break —

Features Revive from incapacitation / Recover 100% HP / Auto-Revive / Physical Attack & Physical Defense & Magic Attack & Magic Defense +20% | Count —

Link Raise Dead (P.100) + Raise Dead (P.119)



The target is one ally, but this ultimate healing art fully rest ores a incapacitated state and grants various additional effe cts. The target can be changed during casting.

Ryubu Hōbappa (Ryūbu Hōbappa)

Water

Casting Time —

Power 1800 Hit Count 2 | Physical/Magical Ratio 4:6 | Break 2

Characteristics: Down/Raise/Guard & Guard Break | Count —

Link Blue Sphere (P.110) + Soaring Radiant Explosion (P.122)

Leia smashes the produced w ater orb, and the shock deals damage. The attack range is r oughly the same as the water orb, and enemies hit are launched high into the air.

Stop Flow

Fire, Water, Wind, Earth Casting Time 3.5 seconds

Power — | Hit Count — | Physical/Magical Ratio — | Break —

Features — | Count —

Link Solid Contraction (P.110) + Quickness (P.120)

A resonance technique that st ops the flow of time and freez es all enemies for about 4 sec onds. It has a long delay from activation until the effect takes place, making it prone to

※【10】 Turn with the left stick left/right, 【20】 accelerate, 【40】 ↓ decelerate, 【80】 L2 quick-turn left, R2 quick-turn right, 【200】 increase turning speed with le

Skill Data

Skill Data

Here, all 196 types of skills are listed in Japanese syllabary order. The skills that can be learned are determined for each character, and their effects vary. It is a good idea to check them before actually learning them.

How to read the skill data

1 Name	2 Unlock Grade						3 SP	4 Propagation	5 Effect
	ヲ	ミ	アエロレ						
↑Damage	○	○	c○		○	○┐	1	—	All attacks deal 1 damage
	Obtain the Tome of Supernatural Arts "Dokko-Kashin" (P.440)								
HP Gain	7	❼	❼	❼	❼	❼	3	—	Each time an enemy is defeated, HP equal to 10% of maximum HP is restored.

1 Name

Skill name. Red text indicates skills that can be learned b y obtaining specific items listed in 2. 2

Unlock nodes

The numbers of the unlock nodes where a skill can be learned are shown fo each character, with the first shown on the first page and the second on the second page, corresponding to th e Lirial Orb diagram below. Also, skills that can be learned fro m items are marked with "○" and the item name is listed. The abbreviations for the characters who learn the skills are as follows.

Juude (Jude)	Mira	Ah... Alvin
Eliise (Elise)	Ro... Rowen	Rereia

3 SP

Indicates the SP required to equip the skill. Equipping it co nsumes that amount of SP.

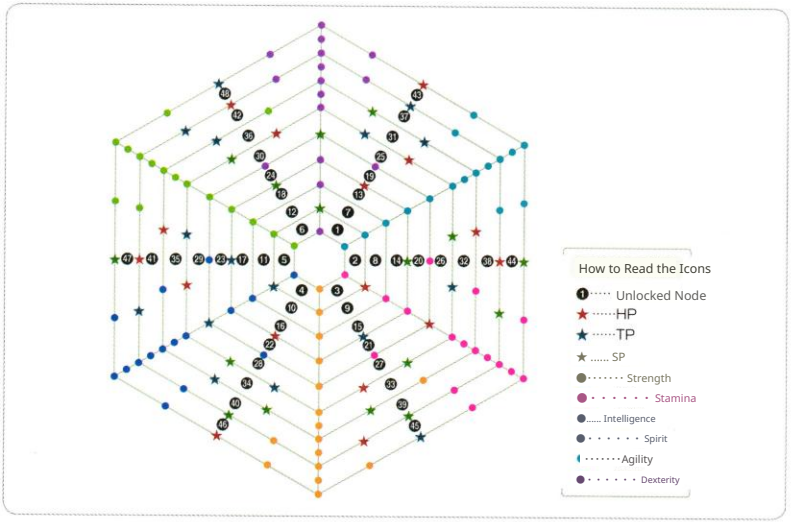
4 Propagation

Those that also affect the partner during a link are marked wi th "○".

5 Effect

Description of the effect gained when the skill is equipped.

● Lyrial Orb Diagram



List of Skills

Name	Unlocked Nodes (Ji Mi A E Ro / Le hand)	SP Propagation	Effect
1 Damage	○ ○ ○ ○ ○ ○	1	— All attacks deal 1 damage
	Obtain the Tome of Abilities "Dokko Kashi" (P.440)		
HP Gain	7 7 7 7 7	3	— Each time an enemy is defeated, HP equal to 10% of maximum HP is restored.
HP Gain 2	21 21 21 22 21 21	4	— When "HP Gain" is set, each time an enemy is defeated, HP equal to 10% of maximum HP is restored. The effect increases by 1% for every increase of 5 hits on the defeated enemy.
HP Drain Guard	— 17 — 17 17 —	2	○ When a Flash Guard succeeds, recover HP equal to 25% of maximum HP
HP Relax	— — 28 — — —	3	○ While idle, recover HP equal to 5% of max HP every 1 second
TP Gain	8 8 8 8 8 8	4	— Recover TP equal to 2% of max TP each time an enemy is defeated
TP Gain 2	37 37 37 39 37 37	5	— When "TP Gain" is set, recover TP equal to 2% of max TP each time an enemy is defeated. The effect increases by 1% for every 5 additional hits counted when defeated
TP Drain Guard	17 — 17 — — 17	3	○ Recover TP equal to 10% of max TP upon a successful Flash Guard Recover
Earth Guard	13 23 13 13 13 13	3	○ Earth-attribute resistance increases by 30%
Arts & Magic	— 13 — — — —	4	— If you chain from a magic skill to a spell, you will not flinch when hit during casting
Item Everyone	— — — — — 41	13	○ When using a single-target healing item, recover the whole party for 50% of the normal effect
Item Picker	— — — — — 20	2	— The chance to obtain items from enemies upon victory is doubled
Item User	— — — — — 19	5	○ During battle, the recovery amount and effect duration of some items increase by 30%
Aqua Guard	31 31 31 31 31 31	3	○ Water resistance increases by 30%
Assault Condition 7	– 7 7 7 7 7	3	— Recover TP equal to 2% of maximum TP each time a normal attack hits an enemy affected Recover 2% of maximum TP
Assault Step	44 — — — — —	4	○ An attack is triggered on the first front step, dealing damage (Power 50)
Agility	38 38 38 38 38 38	3	○ Agility increases by 5%
Agility 2	24 32 32 32 32 32	4	○ Agility increases by 10%
Agility 3	32 — — — — —	6	○ Agility increases by 15%
Attack Feint	— — 15 — — —	4	○ Chance to stun with physical attacks increases by 5%
Appeal Target	43 43 43 43 43 43	1	— When you taunt, you are more likely to be targeted by enemies for 5 seconds
Antimagic	— — — — ○ —	7	— You will no longer be affected by the effects of any arts, including attacks, healing, and support from enemies and allies.
	Obtain the Tome of the Unknown "Total Art Rejection" (P.440)		
Imitation Death 28	– — — — — —	3	○ While downed, continuously hold ↓ to remain downed; every 1 second you will recover HP and TP equal to 3% of their maximum values.
Immunity	21 21 21 21 21 21	5	— Prevents status abnormalities with a 50% chance.
Image Training	○ ○ ○ ○ ○ ○	1	— Even if in reserve at the end of battle, you gain bonus experience points.
	Obtain the Supernatural Book "Spiritual Participation" (P.440)		
Intelligence	41 41 41 41 41 41	3	○ Intelligence increases by 5%
Intelligence 2	35 24 35 35 35 35	4	○ Intelligence increases by 10%
Intelligence 3	— — — — — —	6	○ Intelligence increases by 15%
Wizard	— — 23 — —	5	— While Tibo is ON, damage dealt by spells is multiplied by 1.5
Wizard 2	— — 47 — —	8	— While Tibo is ON, casting time is reduced by 40%
With Jude	— — — — — —	8	— When linked with Jude, after evading an attack with a back step, Focused Evade is triggered
	Obtain the Tome of Abilities "Boy Cooperation" (p.440)		
Wizmira	○ — — — — —	8	— When linked with Mira, "Demon God Fist" becomes "Wind Cutter", "Three Scattered Flowers" becomes "Grave", "Sharp Summons" becomes "Aqua Protection", and "Palm Bottom Break" and "Double Collision Palm Bottom Break" change into "Flar
	Obtained the supernatural book "Beauty's Harmony" (P.440)		

Book 3

Ten Boo

Continuation of the skill list

Name	Unlocked Nodes						SP	Propagation	Effect
	Ji Mi		≻	I mouth Re					
Windguard	18	15	18	18	18	18	3	○	Wind resistance increases by 30%
Well Guard	10	10	10	10	10	10	2	—	Damage received while guarding or using Magic Guard is reduced by 50%
Warrior	—	—	—	20	—	—	5	—	When Tipo is OFF, damage dealt by skills becomes 1.5 times
Warrior 2	—	—	—	44	—	—	5	—	When Tipo is OFF, movement speed increases by 25%, and step distance increases by 25%
Aerial Armor	—	45	—	—	—	—	20	○	No longer flinches when attacked in midair
Aerial Guard	—	47	—	—	—	—	5	—	Can guard or perform Magic Guard in midair
Aerial Jump	—	43	—	—	—	43	4	○	Can jump while in the air
Aerial Jump 2	—	38	—	—	—	—	7	—	You can jump once more after an aerial jump
Aerial Spell	—	48	—	—	—	—	8	—	Instead of being able to use jutsu in midair, magical techniques in midair becomes unusable
Aerial Dash	—	30	—	—	—	—	5	—	Can perform a front step once while in the air
Aerial Back	—	25	—	—	—	—	5	—	Can perform a backstep once while airborne
Aerial Force	—	22	—	—	—	—	1	○	Damage dealt to airborne enemies is increased by 10%
Aerial Voltage	—	20	—	—	—	—	7	○	Restores 1 AC each time the user's attacks hit 7 times in the air
Exceed	16	16	16	14	14	16	8	—	Maximum AC increases by 1
Exceed 2	26	26	26	26	26	26	10	—	Maximum AC increases by 1
Exceed 3	11	●	11	11	11	↑○11 times	12	—	Maximum AC increases by 1
Exceed Link	○	○Book	○Book	○	○		12	○	Maximum AC increases by 1. When linked, the slave also receives the effect
	Obtain the Tome of Supernatural Power "Wave Propagation Enhancement" (P.440)								
Energy Coat	—	—	—	—	—		3	—	Consume 3 TP each time you are attacked to reduce received damage by 30%
	Obtain the Tome of Supernatural Power "Mental Barrier" (P.440)								
Element Armor	—	29	—	—	—	—	7	○	When you use a skill with an element attached, increase resistance to that element 30% for 8 seconds
Angel Call	—	—	—	45	—	—	15	—	↑Once per battle only: when incapacitated, automatically revive with a 100% chance. The amount recovered at this time is about 30% of maximum HP
Auto Medicine	—	—	—	10	—	—	6	○	When damaged, there is a 15% chance to recover about 30% of maximum HP
Auto Medicine 2	—	—	—	26	—	—	5	○	When afflicted with status abnormalities or changes, there is a 30% chance to recover all status abnormalities and changes
Overspell	—	—	—	—	22	—	7	—	After finishing casting a spell, holding down the × button will increase its power, reaching double strength after 4 seconds.
All Guard	44	44	44	44	44	44	6	—	While holding ●+↓, you can reduce damage taken from physical and magical attacks.
Guard Extend	—	—	—	25	—	—	6	○	While guarding or Magic Guarding, recover 4% of maximum HP every second. Recover an amount of HP equal to one quarter of maximum HP.
Guard Reflect	—	—	—	19	—	—	7	○	Reflect 20% of the damage received from a guarded physical attack or a Magic Guarded magical attack back at the attacking enemy.
Cavalry	—	—	—	—	10	—	8	○	When you perform an appeal, you will not flinch from attacks for 4 seconds.
Quick Recover	33	—	—	—	—	—	3	○	Can recover while downed.
Good Job	—	—	—	—	—	23	7	○	Removes the recovery animation time after using an item.
Critical	—	—	35	—	—	—	6	○	Critical hit chance increases by 3%.
Critical Keep	—	—	45	—	—	—	20	○	All attacks become critical during Over Limits.
Grace	—	—	—	—	45	—	22	○	You will not flinch if attacked while casting.
Grow Up Heal 5		5	5	5	5	5	4	—	Upon leveling up, HP and TP are restored by 100% of their maximum values.
Close Together	—	—	—	30	—	—	1	—	During battle, Tipo is always ON, and switching Tipo 术 (P.097) will make you perform only Appeals.

Name	Unlocked Nodes						SP	Propagation	Effect
	Ji	Mi	A		Ko	Ro	Re		
Glory	○	—	—	—	—	—	30	○	When on the ground, you will no longer flinch when hit
	Acquire the Psychic Tome "Unyielding Footing" (P.440)								
Cross Counter	23	—	—	—	—	—	2	—	When you land an attack during an enemy's strike, damage dealt increases by 25%
Concentration	10	—	—	—	—	—	7	—	After Concentrated Evasion is activated, if you are attacked while guarding for 5 seconds, Concentrated Evasion will automatically activate.
Concentration 2	15	—	—	—	—	—	6	—	The duration of Concentration is extended by 3 seconds.
Concentration 3	47	—	—	—	—	—	6	—	Concentrated Evasion is triggered by a front step.
Conductor	—	—	—	—	30	—	3	—	Post-spell retuning no longer consumes TP.
Conductor 2	—	—	—	—	15	—	5	—	During post-tech tuning, you will no longer flinch when hit.
Conductor 3	—	—	—	—	26	—	7	—	After post-tech tuning, the casting time for using the same technique is reduced by 50%.
Convert Force	—	—	—	—	33	—	1	—	Maximum HP is reduced by 25%, and maximum TP is increased by 25%.
Combo TP Support	9	9	9	9	9	9	4	—	Depending on the number of normal-attack links, the TP cost of techniques used during that combo is reduced. At 4 or more links, it is reduced by 40%.
Combo Voltage	30	—	—	—	—	—	3	○	Your AC recovers by 1 each time your attack hits.
Combo Mental Supply	22	22	22	22	22	22	4	—	Recover TP equal to 1% of your maximum TP each time your own attack hits 9 times
Search Gald	—	—	—	—	—	35	4	—	25% chance to double the Gald obtained when winning a battle
Sacrifice	—	—	—	—	—	○	8	—	When serving as a slave, if the master is incapacitated in battle, you become incapacitated in their place and fully restore the master's HP and TP
	Acquire the Book of Aberrations "Devoted Aid" (P.440)								
Survive	—	—	—	○	—	—	20	○	When guarding, even if you take damage exceeding your cur
	Obtain the Tome of Abnormality "Near-Death Defense" (P.440)								, you will always remain at 1 HP
Chivalry	—	—	25	—	—	—	3	—	If there are female characters among the battle participants, each one increases Strength, Vitality, Intelligence, Spirit, Agility, and Dexterity
Shining Hand	45	—	—	—	—	—	6	—	During Overlimits, the range of attacks delivered by hand becomes wider
Jump Cancel	—	35	—	—	—	—	4	○	Attacks can be canceled with a jump
Super Guard	—	—	—	47	—	—	9	—	When you guard against physical attacks, all damage received becomes 1 But if you do not guard, you take double damage
Super Resist	—	—	—	48	—	—	9	—	When you Magic Guard against magical attacks, all damage received becomes 1 But if you do not Magic Guard, you take double damage
Sky Soldier	—	—	—	—	—	○	8	○	When you are in the air, the damage you deal is increased by 25%, and arts/technique TP consumption for arts/techniques is reduced by 25%
	Obtained the Psychic Tome "Sky Warrior" (P.440)								
Stamina	39	39	39	39	39	39	3	○	Max HP increased by 5%
Stamina 2	33	33	33	33	33	24	4	○	Max HP increases by 10%
Stamina 3	—	—	—	—	—	33	6	○	Max HP increases by 15%
Steel Brass	—	—	—	—	—	15	3	—	Item steal success rate increases by 30%
Steel Mental Plus	—	—	—	—	—	15	4	—	When stealing an item from an enemy, TP is restored by 5% of maximum TP
Stick Brass	—	—	—	—	—	10	7	—	Effect duration of Active Stretch Staff Technique is increased by 3 seconds
Stick Plus 2	—	—	—	—	—	29	9	—	When Flash Guard succeeds, Active Stretch Staff Technique is triggered
Stepper	28	28	28	28	28	28	2	—	Stepping repeatedly no longer consumes AC
Step Armor	25	—	—	—	—	—	12	○	You will no longer flinch when attacked while stepping
Step Long	15	—	—	—	—	—	3	○	Front step and back step distances increase by 30%
Stopper	—	—	47	—	—	—	3	○	Stun time after landing a normal attack is increased by 25%
Strength	40	40	40	40	40	40	3	○	Strength increases by 5%

Continuation of the skill list

Name	Unlocked Nodes ジ	ミ	ア	エ	ロ	Re	SP	Propagation	Effect
Strength 2	34	34	22	34	34	34	4	○	Strength increases by 10%
Strength 3	—	—	34	—	—	—	6	○	Strength increases by 15%
Speed Item	—	—	—	—	—	47	14	○	No cooldown after using items
Speed Spell	—	—	—	—	47	—	9	○	Casting time reduced by 30%
Speed Charge	—	—	42	—	—	—	7	—	Charge speed increases
Spirits	19	19	19	19	19	19	3	○	Maximum TP increases by 5%
Spirits 2	23	23	23	46	43	23	4	○	Maximum TP increases by 10%
Spirits 3	—	—	—	23	23	—	6	○	Maximum TP increases by 15%
Splendor EXP	—	—	—	—	—	48	12	○	After evading an attack with a backstep, experience gaine d from enemies defeated by the next link is doubled.
Splendor TP	—	—	—	33	—	—	12	○	After evading an attack with a backstep, TP will not be consu med during the next link.
Splendor Armor	—	44	—	—	—	—	6	○	After evading an attack with a backstep, you will not flinc h for 5 seconds even if hit.
Splendor Assault 4	4	4	16	4	4		5	—	After evading an attack with a backstep, AC is increased by +1. The increase lasts until used 3 times and can stack up to +3
Splendor Quick 47	—	—	—	—	—		7	○	After evading an attack with a backstep, movement and step speed are increased by 20% for 8 seconds
Splendor Crit Icar	—	—	48	—	—	—	14	○	After evading an attack with a backstep, the next links are all critical Become Icarus
Splendor Time	—	—	—	—	40	—	16	○	After evading an attack with a backstep, stops enemy movement for 3 seconds
Spell End	—	—	—	—	48	—	15	—	Unable to perform post-skill tuning (P.107), but the rigidity time after skill activa is reduced.
Spell Keep	—	—	—	—	35	—	3	—	After canceling a chant, if the same technique is activated a gain, the chant time will resume from where it left off
Spell Charge	—	47	—	—	—	—	9	—	If you continue holdin the button, the technique's chant f inishes, you can move freely on the ground while waiting for activation
Spell Lucky	—	—	—	—	25	—	3	—	When a technique is activated, there is a 10% chance that TP will not be consum
Slide Link Arts	—	4	—	4	4	4	6	○	A resonant technique can be activated the moment chanting begins
Second Arts	39	—	—	—	—	—	9	—	If you continue holding the button, 「Majin Fist」 will branch into 「Majin Fist: Twin-Fangs」, 「Sansanka」 will branch into 「Sansanka: Chasing Lotus」, and 「Eishorai」 will change into
Second Arts 2	48	—	—	—	—	—	7	—	If 「Palm-heel Break」 is performed consecutively, it cha nges into 「Double Collision Palm-heel Break」. Also, the hit count of 「Flying
Second Appeal	26	—	—	—	—	—	2	—	The appeal animation changes, and TP equal to 10% of the maximum TP is Recover
Dark Guard	45	45	45	45	45	45	3	○	Dark-attribute resistance increases by 30%
Down Burst	25	—	—	—	—	—	1	○	Damage dealt to downed enemies increases by 10%
Dash	35	—	—	—	—	—	3	○	Movement speed during combat increases by 25%
Touchdown	—	10	—	—	—	—	5	—	When pressing ↓ in the air, you land quickly
Chicken Run	—	—	—	28	—	—	1	—	Time until escape is reduced by 80%
Charge Keep	—	—	44	—	—	—	4	—	When charged, the charge state is maintained even if an attack doesn't hit
Charged Armor	—	—	○	—	—	—	6	—	While charging, you will no longer be staggered when hit
	Obtain Gun Belt (P.439)								
Charge Plus	—	—	20	—	—	—	7	—	Number of charges +1
Charge Plus 2	—	—	33	—	—	—	7	—	Number of charges +1
Charge Plus 3	—	—	26	—	—	—	7	—	Number of charges +1

Name	Unlocked Nodes						SP	Propagation	Effect
	Ji	Mi	A	Ko	Ro	Re			
Charge Breaker	—	—	19	—	—	—	10	—	Attacking while in a charged state breaks the guard
Charge Breaker II	—	Book	○	—	—	—	20	—	Landing an attack while charged for four counts makes it
	Obtain the Tome of Anomaly "Quadruple Charging" (P.440)								ier to break the steel body
Charge Mental Plus	—	—	47	—	—	—	5	—	Each time you charge, TP is restored equal to 3% of maximum TP
Tipo Master	—	—	—	37	—	—	4	—	When performing an Appeal, HP is restored by 5% of its m aximum and TP is restored by 7% of its maximum
Delay Link Arts 4	—	—	4	—	—	—	6	○	The activation window for Resonance Arts is doubled
Dexterity	37	37	37	37	37	37	3	○	Dexterity increases by 5%
Dexterity 2	31	31	31	31	24	31	4	○	Dexterity increases by 10%
Dexterity 3	—	—	—	—	31	—	6	○	Dexterity increases by 15%
Tetras Bell	—	—	—	—	○	—	9	—	When linking with different basic spells, the casting tim e for the second and subsequent spells is eliminated. The same spell
	Obtain the Tome of Supernatural Power "Geshutsu Mushō" (P.440)								
Temptation	—	28	—	—	—	—	8	○	When using Appeal, there is a 20% chance to charm the target. state
Treasure Fang	—	—	—	—	—	28	2	—	When successfully fleeing from battle, there is a 50% cha nce to steal an item from the targeted enemy.
Knife Revenge	—	—	—	—	15	—	3	—	When recovering, automatically throw one knife at an enemy that attacked you.
Natural Recover	—	—	30	—	—	—	4	○	When afflicted by a status ailment, standing still for 5 seco nds will automatically recover the status ailment.
High Guard	○	○	○	○	○	○	8	○	Guard Break will no longer occur.
	Obscure Tome "Absolute Defense" (p.440) obtained								
Vitality	2	2	2	2	2	2	3	○	Maximum HP increases by 5%
Vitality 2	43	20	43	20	20	22-O Hand One Hand	4	○	Maximum HP increases by 10%
Vitality 3	20	—	20	—	—	—	6	○	Maximum HP increases by 15%
Back Support	—	—	—	15	—	—	2	—	Cannot be encountered with enemy back attacks
Happiness Ring	○	○ Book	○	○	○	—	3	—	Only for characters set in the party: upon victory in battl e, there is a 5% chance that experience gained is increased by 10%.
	Acquire the Tome of Abilities "Rare Experience Increase" (P.440)								
Healer Brize	—	One Book	—	○	—	—	5	○	During that battle, each time a skill restores HP equal to 1 00% of maximum HP, experience gained increases by 10% (cap 300%).
	Acquire the Tome of Abilities "Healing Experience" (P.440)								
Heal Share Plus	3	3	3	3	3	3	8	—	The propagation rate of HP recovery during links increases from the usual 25% to 50%.
Pico Hammer Revenge	—	—	—	35	—	—	3	○	When taking damage, there is a 10% chance to autom atically counterattack the attacking enemy with "Pico Hammer Revenge."
Fire Guard	48	48	48	48	48	48	3	○	Fire elemental resistance increases by 30%.
Physical Convert A	—	—	10	—	—	—	1	—	Magic attack power is reduced by 25% and physical attac
Physical Convert D	—	—	15	—	—	—	1	—	k power is increased by 25%. Magic defense is reduced b
Flash Guard	11	11	11	11	11	11	2	—	y 25% and physical defense is increased by 25%. If a gu ard is successfully performed immediately before receiving an attack, incoming dam
Heavy Magic	—	—	—	—	47	—	5	—	Spirit skills consume 30% more TP, and damage dealt is inc reased by 50%. Effects stack with the skill "Light Magic."
Bench Warmer HP	40	40	40	40	39	40	3	—	HP gradually regenerates while in reserve.
Benchwarmer TP 41		41	41	41	41	39	4	—	TP gradually regenerates while in reserve.
Holy & Dark Breath	—	—	—	—	—	30	1	—	Effect durations of "Holy Bottle" and "Dark Bottle" are doubled.
Mind	42	42	42	42	42	42	3	○	Mentality increases by 5%
Mind 2	36	36	36	24	36	36	4	○	Spirit increases by 10%
Mind 3	—	—	—	36	—	—	6	○	Mental increases by 15%

Continuation of the skill list

Name	Release Node						SP	Propagation	Effect
	Ji Mi		A	工	Mouth	Re			
Magic & Arts	—	18	—	—	—	—	3	—	The next magic art chained from a technique will not consume TP
Magic Guard	6	6	6	6	6	6	3	—	While holding ●+↓, damage taken from magical attacks is reduced by 75%
Magic Feint	—	—	—	—	23	—	4	O	Increases the chance to stun with magical attacks by 5%
Magic Fencer	—	15	—	—	—	—	10	—	TP cost of magic arts is reduced by 50%. However, activation still requires the amount of TP consumed by the original technique
Moving Assault	34	34	34	34	34	34	9	○	L1+ and L1++ heavy attacks change into Moving Assault (P.030)
Move Armor	—	—	—	—	—	45	20	○	You will no longer flinch when attacked while freerunning
Many-Many Link	12	12	12	12	12	12	3	—	Each time the number of linked characters in battle increases by one, experience gained rises by 5%
Mental Up	6	6	6	6	6	6	5	—	Upon victory in battle, there is a 1% chance that maximum TP will increase by 1
Mental Defense	—	—	—	—	—	25	3	○	When current HP is at or below 25% of the maximum, damage taken is reduced by 75%
Mental Reverse	—	46	—	46	46	—	8	○	TP gradually recovers equal to 3% of the last damage received
Light Guard	8	8	8	8	8	8	3	○	Light-element resistance increases by 30%
Light Magic	—	—	—	—	44	—	5	—	Technique TP cost is reduced by 50%, and damage dealt is reduced by 30%. This effect stacks with the skill "Heavy Magic". Upon victory in battle, there is a 2% chance that maximum HP will increase by 2%. HP gradually recovers equal to 50% of the last damage received. When using an item, there is a 10% chance the item will not be consumed
Life Up	1	1	1	1	1	1	4	—	
Life Rebirth	46	—	46	—	—	46	8	○	
Lucky Item	—	—	—	—	—	44	2	○	
Landing	—	33	—	—	—	—	5	—	Landing stun time from aerial descent is reduced by 50%
Runner Supply HP	—	—	—	—	—	33	5	○	While freerunning, HP recovers every second equal to 1% of maximum HP
Runner Supply TP	—	—	—	—	—	47	7	○	While freerunning, TP recovers every 2 seconds equal to 1% of maximum TP Once per battle, when incapacitated, there is a 40% chance to automatically revive. The recovery amount in this case is approximately 30% of maximum HP
Recall	38	39	38	38	38	38	8	—	
Reduction	—	—	—	—	20	—	3	—	When the same technique is used consecutively, TP consumption is reduced by 50%. The effect disappears if a different attack is perfo
Revival Energy -HP	14	14	14	14	14	14	12	—	When recovered from incapacitation, 100% of maximum HP is restored to HP
Revival Energy —TP	17	17	17	17	17	17	10	—	When recovered from incapacitation, 100% of maximum TP is restored to TP
Limiter	16	16	16	16	16	16	7	○	The Overlimit duration is increased by 2 seconds
Limiter 2	18	18	18	18	18	18	5	○	When linked with Resonance Arts Chain, the Overlimit duration is extended by 1 second. Effect applies only once per chain
Limiter 3	42	42	39	42	42	42	5	○	When switching Slaves and linking with Resonance Arts Chain, the Overlimit duration is extended by 2 seconds. Effect applies only once per chain
Limits Keep	Unusual	Book 8	○	○	○	○	8	—	If an Ougi (Special Technique) is active when Overlimit ends, the Overlimit state will persist only for the duration of that Ougi
Limits Fever	30		30	29	30	30	6	—	TP is not consumed during Overlimit
Link TP Support	—	—	—	15	—	—	10	—	While in Slave state, absorbs 50% of the TP consumed by the Master when using Arts
Link Slasher	—	—	23	—	—	—	2	—	Encounter links will no longer occur
Restore Plus	19	—	—	—	—	—	5	—	When enslaved, the restore has a 70% chance to recover the master's incapacitation
Long Throw	—	—	—	—	28	—	3	—	The throwing knife thrown with normal attacks has its flight distance increased

Obtain the Tome of the Unusual "Extreme Preservation" (P.449)

3
Story

Knowledge Collection Useful for Adventure

Tips

Here are 14 points you should know to progress through the story. Keep these points in mind and your adventure will surely go more smoothly.

POINT 1 Be careful of time-limited chats

Chats have specific trigger conditions, and many are time-limited. Long chats are also tied to the req uirements for earning titles, so refer to walkthrough pages to check time-limited long chats. Note that as long as the trigger conditions for a long chat are m et, you can view it later from the menu even if you d on't watch it when it occurs. If you missed one, open the "Library" and then the "Chat List."

Displayed as "NEW". In th e chat list, it indicates chats you haven't seen yet.

POINT 2 Make your adventure more comfortable with subevent rewards

Clearing subevents can sometimes grant rewar ds. If you receive valuable items or Gald, your jour ney will become easier, so you should clear subev ents as soon as they occur. However, be cautious of subevents involving Magus Beasts (P.366). Mag us Beasts drop powerful weapons but are extreme ly strong, so even if you spot the enemy symbols b elow, leave defeating them for later.

Prioritize completing t hem first. There are also tim e-limited sub-events—make sure not to mis

・Appearance and locations of Magus Beasts

Forzam

Barmia Gorge Northwest ▶P.198 Baikal Mine Southern Area ▶P.387

Ropard

Gattrega

Sogd Marsh Route Southeast ▶P.386

Schweiss

Zaira Forest ▶P.269

Dransord

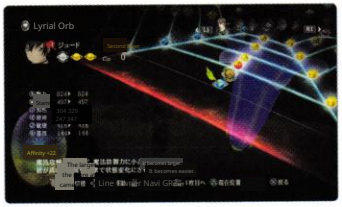
Tatar Abyss Deepest Part ▶P.390 Helio Borg Base ※

Melanblon

※ When you move to the Helio Borg Base Armament Research Building 14F Rooftop (P.312), an event will start and it will immediately turn into a battle.

POINT 3 Immediately train with the Real Orb after leveling up

Simply gaining a level does not make a character stronger. There is no benefit to keeping GP unused, so when a character levels up, immediately develop the character from the "Real Orb" on the menu screen. The points to develop vary by character, but the following skills are useful ones that you'll want to set on any character. Prioritize learning them.



Don't forget to unlock key areas. The Real Orb won't grow. If you don't unlock this, it won't

Recommended Skills

Skill Name	Description
Exceed	Because maximum AC increases, it becomes easier to launch consecutive attacks. Similarly, "Exceed 2", "Exceed 3", and "Exceed Link" can also increase maximum AC, so they should be prioritized for learning.
Magic Guard	Because you basically cannot guard against magical attacks without equipping this skill, it can be considered essential.
Well Guard	Reduces damage taken while guarding by an additional 50%. Also effective against Magic Guard.
Windguard	Increases elemental resistance by 30% and can stack effects via links. If you equip the element that matches the enemy's attack attribute, you can fight to your advantage. Also learn other elemental skills like "Aqua Guard".
Life Up	After battle, 2% chance to increase maximum HP by 2%. Always set this to boost HP.
Mental Up	There is a 1% chance after battle to increase maximum TP by 1%. This helps raise the baseline TP.

Skill Name	Description
Revival Energy HP	When revived from incapacitation, HP is restored to maximum. Since the risk of being defeated immediately after revival is reduced, this is especially reliable when facing
Back Support	A skill that prevents back-attack encounters. Only Elise can learn it.
Link Stopper	Prevents encounter links from occurring. Skill that only Alvin can learn.
Image Training	Grants bonus experience even without participating in battle. Good to set on characters in reserve. Requires the eldritch book item "Mental Participation" (P.440) to learn.
Happiness Sing.	After battle, 5% chance to increase gained experience by 10%. You can learn it if you obtain the eldritch book item "Experience Rarity Increase" (P.440).

POINT 4 Efficient material deliveries for shop building

When delivering materials to shops, pay attention to bonus materials. Points accumulated from these can be doubled or tripled. When making deliveries, choose materials with bonuses. In particular, the weapon and armor shops greatly affect the party's strength, so prioritize delivering "mystery" materials that are not chosen as bonuses and high-point materials that can be exchanged for "Jet-Black Feather" to these shops.

Store it without delivering. Materials that are not listed should not be forced into delivery. Currently they are included in bonus materials

Procedure for submitting high-point materials with "Jet-Black Feather" (See P.330 for details on "Jet-Black Feather")

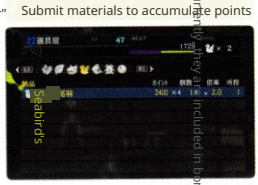
Check bonus materials

Check the bonus materials for the shop where you want to accumulate points. It is convenient to use the item shop located near the exchange for "Jet-Black Feathers".

Exchange materials for "Jet-Black Feather"

At the exchange, trade 20 "Jet-Black Feather" and the material that corresponds to the bonus material. Exchanges cannot be undone, so be careful not to choose the wrong type.

Submit materials to accumulate points



After that, simply deliver the material you just exchanged. Because the base points are high and the bonus is applied, you will accumulate points all at

POINT 5 Know the right timing to renew equipment to save Gald

When a character who left the party rejoins, they will generally wear the same equipment they had when they left. However, at the timings shown in the table below, they will join equipped with new items. Your previous equipment remains in your inventory, so the moments when equipment gets updated

It is extremely cost-effective. To save gald, refrain from replacing equipment at the timings shown in the table below. Also, if the equipment at the time of departure is the same as the "new equipment" or has higher base performance, the equipment will not be replaced.

Joining period			Characters whose equipment changes			
Main company	Timing		Name	Equipment		Base Stats
Common	Part 1: Falgna Mine 10	▶P.220	Elise	Weapon	Airs Rod	▶P.403 Physical ATK 299 / Magical ATK 294
				Headgear	Striped Ribbon	▶P.411 Physical DEF 35 / Magical DEF 232
				Body Armor	Silver Cloak	▶P.417 Physical DEF 208 / Magical DEF 116
			Lowen	Weapon	Tourbillon	▶P.404 Physical ATK 262 / Magical ATK 319
				Headgear	Hunting Beret	▶P.408 Physical DEF 69 / Magical DEF 232
				Body Armor	Silver Coat	▶P.414 Physical DEF 243 / Magical DEF 87
Common	Part 2: Lacolm Haiting [START]	▶P.223	Alvin	Weapon	Gale Cowser	▶P.402 Physical ATK 449 / Magical ATK 196
				Headgear	Safety Helm	▶P.407 Physical DEF 156 / Magical DEF 160
				Body Armor	Battle Suit	▶P.416 Physical DEF 330 / Magical DEF 15
Jude Chapter	Part 3: Zaira's Forest Church ■	▶P.270	Mira	Weapon	Vorbal Sword	▶P.401 Physical ATK 583 / Magical ATK 462
				Headgear	Holy Circlet	▶P.410 Physical DEF 211 / Magical DEF 326
				Body Armor	Gothic Cardigan	▶P.415 Physical DEF 423 / Magical DEF 151
			Rowen	Weapon	Vortex Flum	▶P.405 Physical ATK 454 / Magical ATK 546
				Headgear	Exile Hat	▶P.409 Physical DEF 121 / Magical DEF 402
				Body Armor	Gothic Cardigan	▶P.415 Physical DEF 423 / Magical DEF 151
			Leia	Weapon	Fountain Rod	▶P.406 Physical ATK 551 / Magical ATK 483
				Headgear	Holy Circlet	▶P.410 Physical DEF 211 / Magical DEF 326
				Body Armor	Gothic Guard	▶P.413 Physical DEF 513 / Magic DEF 75
Mira Chapter	Part 3: Zaira's Forest Church ■	▶P.270	Jude	Weapon	Raging Blow	▶P.399 Physical ATK 648 / Magic ATK 420
				Headgear	Exile Hat	▶P.409 Physical DEF 121 / Magic DEF 402
				Body Armor	Gothic Guard	▶P.413 Physical DEF 513 / Magic DEF 75
			Alvin	Weapon	Savich Flare	▶P.402 Physical ATK 778 / Magic ATK 336
				Headgear	Gothic Helm	▶P.407 Physical DEF 272 / Magic DEF 276
				Body Armor	Gothic Plate	▶P.416 Physical DEF 574 / Magic DEF 25
			Elise	Weapon	Endless Torch	▶P.403 Physical ATK 518 / Magic ATK 504
				Headgear	Gothic Ribbon	▶P.412 Physical DEF 60 / Magic DEF 402
				Body Armor	Gothic Dress	▶P.417 Physical DEF 362 / Magic DEF 201
Jude Chapter	Part IV Ni-Akeri Spirit Mountain 2	▶P.287	Alvin	Weapon	Ogre Masher	▶P.402 Physical ATK 974 / Magic ATK 420
				Headgear	Golden Helm	▶P.407 Physical DEF 341 / Magic DEF 346
				Body Armor	Reflex	▶P.416 Physical DEF 720 / Magic DEF 31
Jude Chapter	Part 4 Path of the World Spirit 3	▶P.289	Mira	Weapon	Faer Sword	▶P.401 Physical ATK 731 / Magic ATK 578
				Headgear	Platinum Circlet	▶P.410 Physical DEF 265 / Magic DEF 409
				Body Armor	Queen Coat	▶P.415 Physical DEF 531 / Magic DEF 189
Mira Chapter	Part IV Ni-Akeria Spirit Mountain 1 (Spirit Realm)	▶P.302	Jude	Weapon	Tyrant Knuckle	▶P.399 Physical ATK 812 / Magic ATK 525
				Headgear	Doctor Cap	▶P.409 Physical DEF 152 / Magic DEF 503
				Body Armor	Platinum Guard	▶P.413 Physical DEF 644 / Magic DEF 94
			Alvin	Weapon	Ogre Masher	▶P.402 Physical ATK 974 / Magic ATK 420
				Headgear	Golden Helm	▶P.407 Physical DEF 341 / Magic DEF 346
				Body Armor	Reflex	▶P.416 Physical DEF 720 / Magic DEF 31
			Elise	Weapon	Fortune Helm	▶P.403 Physical ATK 650 / Magic ATK 630
				Headgear	Heaven's Ribbon	▶P.412 Physical DEF 76 / Magic DEF 503
				Body Armor	Platinum Cloak	▶P.418 Physical DEF 455 / Magic DEF 252
			Lowen	Weapon	Blood Sucker	▶P.405 Physical ATK 568 / Magic ATK 683
				Headgear	Happy Hat	▶P.409 Physical Defense 141 / Magical Defense 469
				Body Armor	Holy Coat	▶P.415 Physical Defense 494 / Magical Defense 176
			Leia	Weapon	Hanuman Shaft	▶P.406 Physical Attack 690 / Magical Attack 604
				Headgear	Platinum Circlet	▶P.410 Physical Defense 265 / Magical Defense 409
				Body Armor	Platinum Guard	▶P.413 Physical Defense 644 / Magical Defense 94

POINT 6 Regular-sized portions of dishes offer better value

The types of dishes vary widely, but their effects are broadly divided into the five categories shown in the table below. Each is best suited to certain situations, so choose dishes according to those situations.

Also, pay attention to sizes when purchasing dishes at shops

When purchasing, be mindful of size. Sizes are Normal, Large, and Extra; the larger the size, the longer the effect, but the price rises accordingly. In fact, Normal dishes have the best cost-performance, so to save gald prioritize buying Normal-sized dishes.

・Examples of situations and how to choose dish effects

Situation	Dish effect
Want to use many techniques/skills	TP recovered after battle
Before a boss fight without a healer (Elise or Leia)	HP recovered after battle
	Experience Points / Gald Up
Other than the above	Status Up

Example of differences by dish size (for sandwiches) ※

Size	Price	Effect period	Effect per battle	
Normal (special)	5 Combat	9 Battles	90	18
	9 Battles	13 Battles	360	40
L	13 Battles		720	About 55

*Prices are listed after applying a 70% discount.

POINT 7 Play with the goal of earning titles

When certain conditions are met, you can earn titles, which grant GRADE that is useful for play from the second run onward. Titles often require performing specific actions a set number of times, so it is efficient to consciously repeat the applicable actions while progressing through the game.

Titles related to maximum hit counts are difficult to obtain unless you have the appropriate skills and techniques. These are best aimed for late in the game using the method listed on p.252.

Things to keep in mind when trying to earn titles

Types	Explanation
Pick up items	Proceed while picking up items on the map
Exploit weaknesses	Fight with characters who can use Arts that exploit weaknesses. As soon as the gauge fills, activate Resonance Arts.
Use Resonance Arts	
Resonance Arts Chain	During Over Limit, always aim for Resonance Art chains
Use auto-items	Set inexpensive items such as "Apple Gummies" and "Orange Gummies" as auto-items and increase their priority. Choose easy-to-trigger activation conditions, such as "HP 70% or below".

Type	Description
Activate the effects of cooking	Buy extra prepared meals in town so you always have food available.
Use traits	Change the playable character. Alvin is easier to use in battle once he has skills that strengthen his traits, such as "Charge Plus."
Support effects Manifest by changing the linked characters frequently and an	d replaying.
Link duration is 30 minutes or more	Link using a combination for which you have not yet earned a title.

POINT 8 Approach enemies from behind to gain an advantage in battle.

If you contact an enemy symbol from behind, you can start battle in a favorable state. Approaching by walking in from outside the enemy's field of view makes it hard for them to notice you, so hold the button while moving to take their rear. Also, when an enemy gives up chasing you, it will pause briefly in place. Take advantage of this.

Using the method below, deliberately allowing an enemy to spot you and then taking their rear is also an option. However, with this method you risk being subjected to a back-attack encounter while fleeing. As insurance for that situation, set the skill "Back Support."

Example of taking an enemy from behind

Spotted by an enemy

Keep running away until the enemy gives up

When the enemy stops, approach from behind

POINT 9 Auto-item settings prioritizing status recovery

In auto-item settings, prioritize status recovery. Above all, the top priority is incapacitation, so set t he "Life Bottle" to priority 1. For the "Panacea Bottl e" usage conditions, you can specify particular stat us ailments such as "Poison," but since this item ca n cure any status, it's good to set it as shown in the right table. Incidentally, Leia learns a skill that enh ances item use. Once her skills are developed, it's a lso an option to set auto-items for Leia only.

Example of auto-item settings

Priority	Item to use	Terms of Use
1	Life Bottle	Unable to fight
2	Panacea Bottle	Some kind of status change or Status ailment
3	Apple Gummy	HP 70% or below
4	Orange Gummy	TP 70% or below
5	Lemon Gummy	Below 40% HP

POINT 10 Swap slaves according to the objective

There are various criteria for choosing a link partner, suc h as prioritizing titles or selecting based on the resonant ar ts you want to use. Essentially, you can choose according t o your preference, but here we will introduce recommende d partners based on playstyle and objectives.

Elise and Leia in particular are highly versatile and sh ould be useful in many situations. If you plan to use L eia's support abilities for item collection, please also r efer to the explanation on the right-hand page.

Recommended slaves by objective

I want to fight using techniques and skills extensively

When enemies are launched into the air, the absorption chance increases. Focus on using techniques that launch enemies into the air.

I want to collect lots of items

You can mainly steal recovery items and materials from enemies, which makes adventuring easier.

I want to break the enemy's guard

When an enemy guards, it becomes an opportunity to counte It's perfect for enemies that use the guard type.

POINT 11 Use tactics to obtain the desired support effects

Allies that act automatically become slaves to the character who called the link. Therefore, if you set o nly one ally to "Aggressive Link" under "Tactics", it b ecomes easier for that ally's support effects to take effect. Below is an example in which Rowen trigg ers a targeted support effect with a technique.

The attack causes Elise to recover TP. To allow the two to l ink, the player-controlled character links with the remaini ng ally. This way, even an AI ally can provide the desired s upport effect, so try various combinations.

POINT 12 Farm materials and gald together with Leia

When you want to farm materials to deliver to the shop , it is recommended to make Leia a slave and repeat battl es. With her support effect you can steal items, and she c an learn skills suited for farming as shown in the table at t he top right. If you want to farm gald, just sell the gather ed materials, so this is also suitable for earning gald. Cont rol characters who can easily inflict Down, shown in the b ottom right table, and collect materials.

The materials you can obtain become higher-point and sell for more as you advance the story. Once you have the necess ary equipment and items, advance the story and return to far ming when you run short of materials or gald.

- Recommended skills for material farming (all learned by Leia)

Skill name	Description
Steal Plus	Steal success rate increases by 30%
Search Gald	25% chance for acquired gald to be doubled
Item Picker	Enemy item drop rate doubles

Recommended artes/techniques for inflicting Down

Character	Arts/Techniques
Jude: Rolling Bubble / Lion's Roar	
Mira	Flare Bomb (Fireball magic arte) / Distort No va
Alvin	Strength Demon Sword (Demon Sword while charging) / Aerial Razer (Aerial Bullet while charging)

POINT 13 How to collect "Shikkoku no Hane" (Jet-Black Feathers)

"Shikkoku no Hane," which can be exchanged for various ite ms, are mainly obtained from random treasures on the map. If you want to gather a large number, go to a field adjacent to a to wn and pick up random treasures while switching locations.

Rules for obtaining "Shikkoku no Hane"

- Obtainable from random treasures on most maps
- Exploration sacks have a higher chance of yielding them t han exploration points, and you can obtain larger quantities at once
- No enemies drop "Shikkoku no Hane"

You can also fight enemies if you want to collect experience a nd materials at the same time, but if you are focusing on gat hering "Shikkoku no Hane," it's better to avoid battles and pic k up random treasures.

Set "Kinran". Remember E lise's skill "Chi" so that it's ea sier to escape even during battle.

time is reduced to 80%.

POINT 14 Defeating a Vacula grants a large amount of experience points

The special-symbol Vacula is a powerful enemy with high defe nse that hardly staggers at all, but the experience points it grants are considerably large. Its appearance rate is low at 5%, so if you find one be sure to defeat it. There are four types of Vacula listed in the table below, and stronger ones appear on maps visited in the later stages of the story. Note that appearance checks are pe rformed when you change maps, so if you want to fight a Vacula it's best to enter and leave maps repeatedly while searching.

Remember this. In so me maps where magic-armor ed beasts and other enemies appear, Vacula will not appea

Types of Vacula and Their Spawn Locations

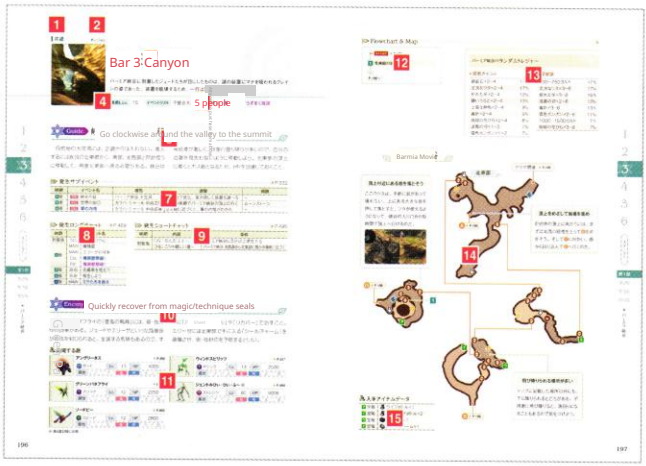
Name	Level	HP	Experience	Occurrence locations
Vacula	20	4000	1000	Samangan Arboreal Realm (P.188) ~ Fergana Min (P.216)
Bronze Vacula	40	8000	2000	Lakoram Road (P.224) ~ Nohl Scorch Cavern (P.260)
Silver Vacula	60	16000	5000	Travel Ship Zilnitra (P.275) ~ Rusar Road (P.313)
Gold Vacula	80	32000	10000	Path of the World Spirit (2) (P.316), Tatar Abyss (P.388)

Story Walkthrough

Story Capture

In this book the story is divided into four parts, and each map is攻略 in the order it is visited. In additi
on to clear procedures and strategies for enemies, a large amount of information is provided, so please check here how

How to read the攻略 pages



Route 1

The route to visit that place.

2 Types of Maps

Indicates whether that location belongs to a Town, Dungeon, or Field.

3 Place Name

The name of the location covered on that page.

4 Recommended L.Lv.

A guideline for the appropriate level to visit that location.

5 Event List

The title registered in the event list while clearing that location.

6 Guide

Explains how to proceed with the story and points to be aware of.

7 Triggered Sub-Events

A list of sub-events that occur during攻略. Icons with red numbers indicate that they are time-limited; those that occur only in Jude's chapter are shown in blue, and those that occur only in Mila's chapter are shown in purple. The timing corresponds to the "Flowchart," and the rewards listed are those obtained upon clearing the sub-event.

8 Occurring Long Chats

A list of time-limited long chats that occur during攻略. Those that occur only in Jude's chapter are shown in blue, and those only in Mila's chapter are shown in purple. The timing corresponds to the "Flowchart."

9 Occurring Short Chats

List of time-limited short chats that occur during the walkthrough. It lists the speaker and a portion of their first line; those that occur only in Jude's chapter are indicated in blue text, and those only in Mila's chapter are indicated in purple text. The meanings of the speakers' icons are as follows. Timing corresponds to the "Flowchart."

- [Ju] ・・・ Jude
- [Mi] ····· Mila
- Al ... Alvin
- 「Eri] ..... Elise
- ティ ・・・・・ Thibaut
- Roe ・・・・・ Rowen
- [Rei] ····· Leia
- [Myu ····· Muse
- イフ ····· Ifrit
- 「Unn... ・Undine
- [Sil] ····· Sylph
- [No]... Gnome

10 Enemies

Explains how to fight the enemies that appear in that location.

1 Appearing Enemies

Simple data for the enemies that appear in that location, listing "Type," "Lv.," "HP," and "Element." If an element's color is shown in blue, it indicates that attacking with that element will increase damage; if shown in red, it indicates that damage will be reduced.

12 Flowchart

The step-by-step procedure for progressing through the map shown on that page. Steps performed only in Jude's chapter are colored blue, and steps only in Mira's chapter are colored purple. The meanings of the accompanying information are as follows; items exclusive to Jude's chapter are shown in blue text, and those exclusive to Mira's chapter are shown in purple text. Note that even if a step says "Go to ○○ from the World Map," it is not always necess

- Party... Characters who join/leave during that step
- Items ... Items obtained/consumed during that step
- 称号 ····· Titles acquired during that step
- Combat ····· Indicates that combat occurs at that step
- Check ! ····· Indicates that it is being cleared with "Check"
- BOSS ! ····· Indicates that it is being cleared as a "BOSS"

13 Random Treasure

Exploration points for that location, items obtainable from the exploration bag. One item is selected from the list according to the listed probabilities.

14 Map

The map being攻略 (being攻略) — the meaning of the icons is as follows.

- START... The starting point corresponding to "Flowchart 12"
- 1 ····· The position to perform the steps of "Flowchart 12"
- A ..... Connections between maps
- Faizabird Marsh area P.258 Connection to another location
- ····· Places where you can go up and down
- ····· Places where you can jump off (one-way)
- ····· Place where you can surface (one-way)
- Hole ····· Place where you can proceed by crouching. If there is a treasure chest or it cor it is linked by a line
- 001 ····· Location where the sub-event with the listed number occurs. Notes are add upon visitation
- ····· Positions of treasure chests and the like corres ponding to the "Individual Obtained Item Data"
- ····· Candidate locations for exploration points. They may not appear
- ····· Candidate locations for exploration bags. They may not appear
- ····· Save point
- ····· Inn
- ····· Item Shop
- ····· Weapon Shop
- ····· Armor Shop
- ····· Accessory Shop
- ····· Cookshop
- ····· General Store

15 Obtainable Item Data

The items that can be obtained on that map and the types of containers the items are in. Items of any type can be obtained by inspecting them. Entries labeled "Treasure" indicate that they are Aifreed's treasures. 16 Check

Using the procedure in "12 Flowchart," this picks up and covers the points that require special attention.

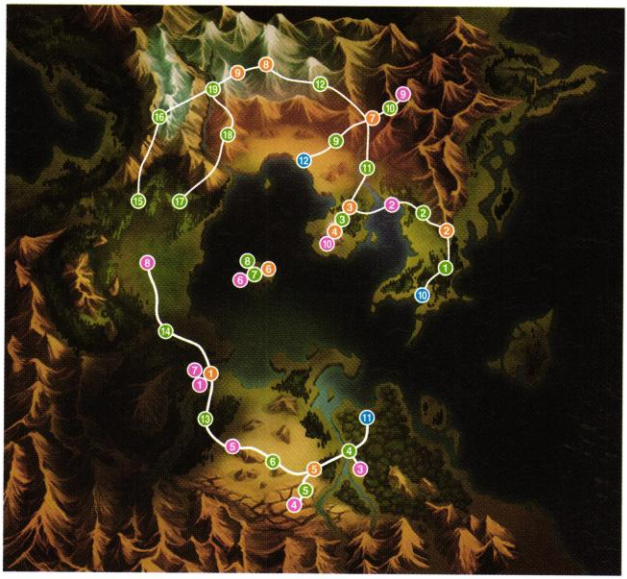
17 BOSS

Strategizing the boss battle that occurs according to the steps of "12 Flowchart".

18 Boss Data

Simple boss data listing "Lv.", "Sturdiness", "HP", "Element", "Items dropped and their probabilities", and "Items that can be stolen and their probabilities". "Sturdiness" is a value that indicates how difficult it is to stagger the enemy; the higher this value, the less likely the enemy is to fl

Liese Maxia



Town

① Il Fan ▸ P.158
② Hamil ▸ P.169
③ Ni Akeria ▸ P.176
④ Mira Shrine ▸ P.180
6 Karaha-Shahr ▸ P.191
⑥ Le Rondo ▸ P.212
⑦ Shang Du ▸ P.227
⑧ Kan Baruk ▸ P.240
⑨ Zaira Forest Church ▸ P.270
⑩ Ilāt Sea Stop ▸ P.165
⑩ Samangan Sea Stop ▸ P.183
⑫ Lakorumu Seaside Stop ▸ P.222

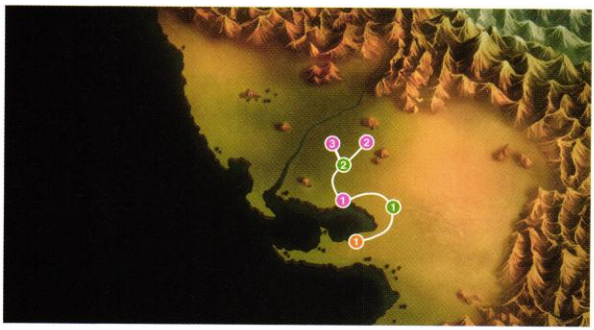
Dungeon

Lafort Laboratory ▸ P.161
② Kizil Sea Waterfall ▸ P.173
③ Samangan Tree Realm ▸ P.188
Barmia Gorge ▸ P.196
⑤ Gandara Fortress ▸ P.202
6 Fergana Mine ▸ P.216
⑦ Orda Palace ▸ P.248
⑧ Faizabard Marshlands ▸ P.256
⑨ Liberty Cavern ▸ P.234
⑩ Ni-Akelia Sacred Mountain ▸ P.286

Field

Irat Passage ▸ P.166
② Gari Passage ▸ P.171
③ Ni - Akeria Approach ▸ P.178
④ Samangan Highway ▸ P.185
⑤ Kurama Passage ▸ P.194
⑥ Taras Road ▸ P.200
⑦ Voltea Forest Path ▸ P.214
⑧ Baikal Abandoned Mine ▸ P.387
⑨ Rakorum Road ▸ P.224
⑩ King's Hunting Grounds ▸ P.232
⑪ Sogd Marshway ▸ P.385
⑫ Mon Plateau ▸ P.238
⑩ Barnaul Highway ▸ P.244
⑭ Archando Marsh ▸ P.254
⑮ Seirai Cold Plain ▸ P.264
⑩ Noru Scorch Cavern ▸ P.266
⑰ Tourai Cold Plain ▸ P.259
⑩ Kukuru Ice Cavern ▸ P.261
⑩ Zaira Forest ▸ P.269

Erenpios



Town

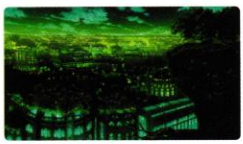
① Trigraph ▸ P.304

Dungeon

Helioborg Base P.308
② Rifted Hill of the Dimensions ▸ P.313
③ Tatar Netherpit ▸ P.388

Field

Torubaran Road ▸ P.306
② Rusaru Road ▸ P.313



No. 1 Part

Jude Chapter

Il Fan ▶ P.158

Mira Chapter

Rafort Research Institute ▶ P.161
Ilart Seaport ▶ P.165
Ilart Passage ▶ P.166
Ha Mir ▶ P.169
Garry Passage ▶ P.171
Kyzyl Sea ▶ P.173
Ni Akeria ▶ P.176
Ni Akeria Approach ▶ P.178
Mira Shrine ▶ P.180
Samangan Sea Stop ▶ P.183
Samangan Highway ▶ P.185
Samangan Arboreal Realm ▶ P.188
Kalahashaal ▶ P.191
Kurama Interpath ▶ P.194
Vermia Gorge ▶ P.196

Talas Road ▶ P.200

Gandara Fortress ▶ P.202
Le Rondo ▶ P.212
Voltea Forest Path ▶ P.214
Fergana Mine ▶ P.216

Nightlit Royal Capital

Il Fan

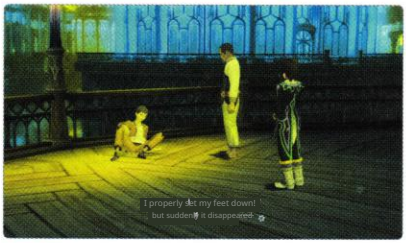
Jude, who attends Tarim Medical School, spent his days overwhelmed with treating patients and studyin g. One day, he encountered a mysterious woman in the academic research district located to the south of the city.

Recommended L.Lv. 1 Event List Encounters

Guide: Before going to the laboratory, listen to what people have to say

The Jude chapter begins at the Tarim Medical School in Il Fan. First, explore inside the school and around the town of Il Fan. You can gather a lot of information from people to le arn about the origins of this world.

Il Fan has the Arcand Marshes and the Barnaul Road, There is also a road leading to Olda Palace, but for no w you cannot leave the town. Also, once you progress through step 6, you will be moved automatically to th e Lafort Laboratory and will not be able to return to Il Fan for a while. Before that, complete the three sub-e vents that occur here and finish any shopping.



The next location, Lafort Laboratory, includes combat. To prepare f or battle, buy "Apple Gumi" at the tool shop in the Sansara Trading House. Sub-events 002 and 003 can only be triggered during this period There are no particular rewards, but completing them will let you enjoy the story m

Triggered Sub-Events P.326

Period	Event Name	Location	Overview	Reward
After ①	001 Riese-Maksia Circuit	Il·Fan Tarim Medical School Student Affairs Section	Triggered when you approach the teacher on the east side. Eavesdrop on the teacher troubled by his research.	—
After 4	[002]Jude's Rumor	Il·Fan Tarim Medical School Student Dormitory Corridor	When you approach the students in the c orridor, you can hear them gossiping about Jude.	—
	003 Spirit Magic Failure	Il·Fan Academic Research District	Occurs when you approach the men who are sitting. You see an artisan who failed at spirit magic.	—

Occurrence short chat P.494

Period	Content	Conditions
4 Later	[Jude] The flower of light again today.	Ilfan Approaches the Flower of Light in the Central Plaza
	[Ju] Achoo!~	Ilfan Goes to Olda Bridge
	[Ju] Even so, ha~	Ilfan Goes to the Academic Research District

START

1 Go to the front of Tarim Medical School

2 Go to the outpatient reception at Tarim Medical School

Item: Obtain the Credit Application Form

3 Go to Tarim Medical School, Examinati

Go to the Tarim Medical School

[To P.160

Il Fan

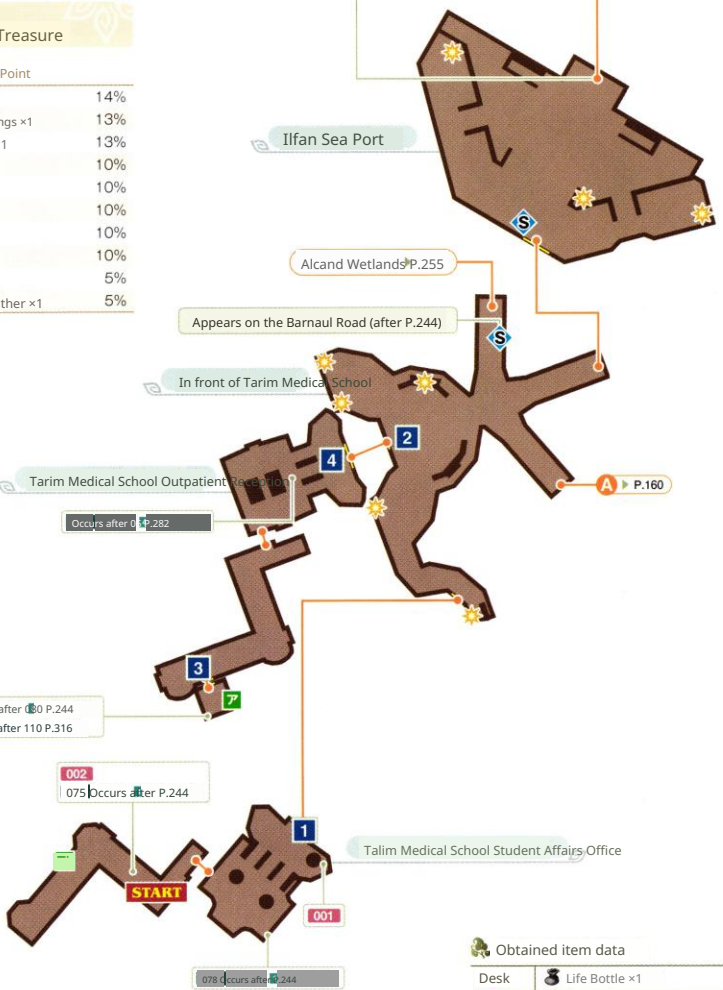
At first you cannot use boats A t sea stops, you can travel by boat to other sea stops. You cannot use them initially, but as the story prog resses you will be able to board bo ats and the number of destinations will increase.

Ilart Seaport P.165
Samangan Sea Stop P.184
Le Rond Sea Stop P.213
Lakoram Sea Stop P.223

Il Fan's
Random Treasure

Exploration Point

Iron Sand ×1	14%
Beast Droppings ×1	13%
Wood Chip ×1	13%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%



Obtained item data

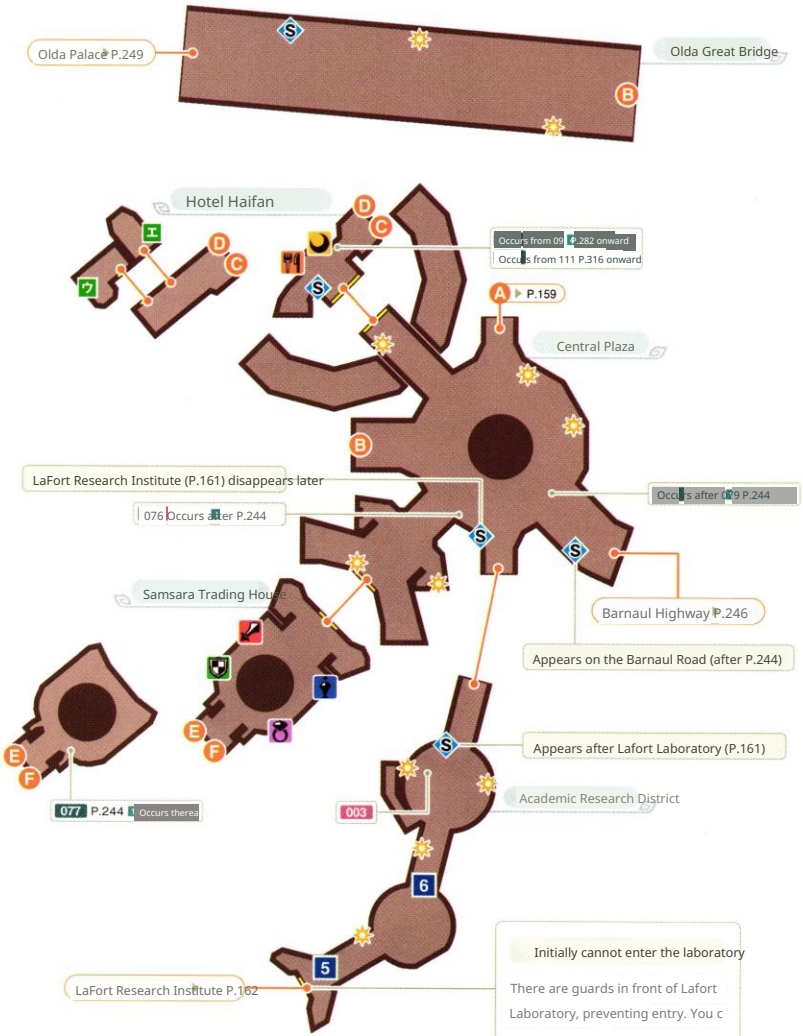
Desk	Life Bottle ×1
Shelf	Orange Gummies ×1

Flowchart & Map

5 Approach the Lafort Laboratory in the Academic Research District

6 Proceed northeast to automatically move to the Lafort Laboratory

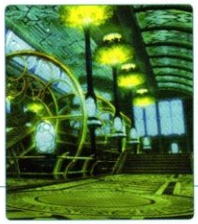
To Lafort Laboratory ▶ P.162


Olda Palace P.249
Olda Great Bridge
Hotel Haifan
Occurs from 09 P.282 onward
Occurs from 111 P.316 onward
A ▶ P.159
Central Plaza
LaFort Research Institute (P.161) disappears later
076 Occurs after P.244
Occurs after 079 P.244
Samsara Trading House
Barnaul Highway P.246
Appears on the Barnaul Road (after P.244)
Appears after Lafort Laboratory (P.161)
077 P.244 Occurs there
003
Academic Research District
6
5
LaFort Research Institute P.162
Initially cannot enter the laboratory
There are guards in front of Lafort Laboratory, preventing entry. You c an only enter here during certain periods.

Obtained item data

U-shelf	8 Apple Gummies ×1
Day Shelf	100 Gald

Common Dungeon



Rafort Research Institute

To uncover the reason why the minor spirits are disappearing one after another, Mira visits the laboratory leading the four gr
Jude, who happened to meet her, follows and proceeds further into the depths of the laboratory.

Recommended Lv. 1 | Event List: Secrets of the Laboratory ~ Escape from the Capital

Guide: Jude and Mila meet for the first time inside the laboratory

Both Jude's chapter and Mila's chapter start at t he drainage channel beneath the laboratory. At fir st they will act separately, so proceed carefully wh ile fighting. After arriving at the laboratory, Jude a nd Mila first join up when you fight the girl in the r ed outfit at 5. After this, growth via Liliar Orb beco mes possible, so try it out right away.

After the escape you will no longer be ab le to enter, so be car eful not to miss the treasure chest.

Trigger: Long Chat p.488

Period	Chat Name
5 After	MAIN Dangerous Girl
	MAIN The Reason I'm Here
6 After	MAIN Spirit Maxwell
	MAIN Proof That I Am
	MAIN Strange Consideration
	MAIN Mira's Objective
	MAIN Jude's Martial Arts

Trigger: Short Chat P.494

Timing	Content	Conditions
3 later	[Ju: This place is somehow~	Enter Lafort Research Institute, Sector 2
	[Mira] Don't let your guard dow	Approach the memory formation in Sector 2 of the Laforte Research Institu
3 After	[Mira] A facility of this scale~	Enter Lafort Research Institute, Sector 2
	[Mira] Even so,~	Approach the card-keyed door of the Laforte Research Institute
After the episode	[Mira] Created by spirit magic~	Stay with Mira as leader for more than 10 seconds
	[Mira] I'm sorry for the trouble~	Stay in Il Fan for more than 1 minute
	[Jude] The sea stop is from here	Watching "I'm sorry for the trouble~"
	[Jude] In front of Tarim Medical Sch	Go to Il Fan Central Plaza
	[Jude] Passing through the central plaza~	Go to the front of Il Fantarim Medical School
	[Mira] *Achoo!*~	Watching "Pass through the Central Plaza~"

Until enemies converge, you will be fighting alone

Mira has very high stats and can use the power of the Fo ur Great Spirits. In addition, her normal attacks are unique and powerful, so she should be able to defeat any enemy e asily. Conversely, Jude is somewhat unreliable when alone. Use free-run to dodge enemy attacks and then counteratta ck. When fighting a Spirit Arts Researcher, it's best to attack from behind while they are chanting.

Many enemies use straight-line attacks , so it's easy to dodg e their attacks.

Enemies that appear

Il-Phan Guard P.456
⑩ Guard Lv. 1 HP 1000
Element 火 水 風 地 光 闇

Spirit Arts Researcher P.468
Magic Lv. 2 HP 880
Element 火 水 風 地 光 闇

Solcat P.469
Speed Lv. 1 HP 1050
Attrib e: Fire 水 風 Earth Light 闇

Flowchart & Map

START

1 [Battle] Defeat the Il-Fan Guard Soldier and Solcat in Drainage Channel 2

2 Battle Defeat Il-Fahn guards in Drainage Channel 4

3 Go to Section 2

4 Climb the stairs

2 [Battle Defeat Il-Fahn guards in Drainage Channel 3

3 Go to Section 2

5 [Combat] Sector 2, Laboratory 08 BOSS 1
Defeat the girl in the red dress

Party: Milla joins (after battle)/ Jude joins (before battle)

Items: Obtain the research facility's card key, items Records, monster records obtained

Title: Intruders in the research facility

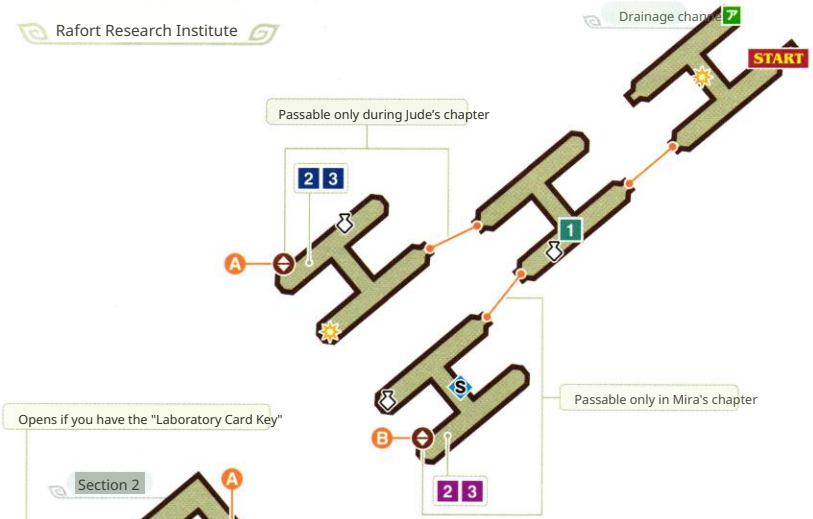
6 Section 2 Exit from Laboratory 08

7 Section 1 Go to Laboratory 04

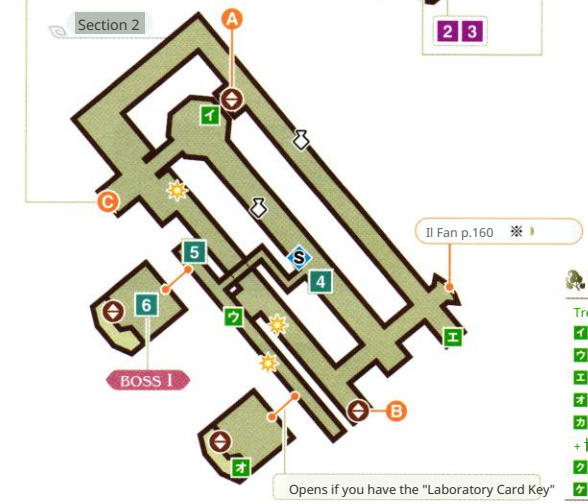
The party's Mira withdraws

To p.164]

Rafort Research Institute



Section 2



Obtained item data

Treasure chest (A)	Apple Gummy ×3
Treasure chest	Life Bottle ×1
Treasure chest	Orange Gummi ×2
Treasure chest	Chamomile ×1
Treasure chest	Apple Gummi ×2
+ Treasure chest	Orange Gummi ×1
Treasure chest	400 Gald
Treasure chest	500 Gald

*Passable only from Barnauel Road (p.246) to Faizabard Marshlands (p.256).

Random treasures of Lafort Laboratory

Exploration Point

Iron Sand ×2~3	18%
Wood Chip ×2~3	18%
Clean Feather ×2~3	14%
Beast Droppings ×2~3	14%
Spider Web ×2~3	10%
Land Crab ×2~3	10%
Jet-Black Feather ×1~2	8%
Strange Shard ×1	8%

Exploration Bag

100 Gald	18%
Wood Chip ×3~6	18%
Clean Feather ×3~6	16%
Spider Web ×3~6	14%
Jet-Black Feather ×2~4	14%
Strange Shard ×2~4	12%
200 Gald	8%

Mira loses the power of the spirits

When you enter the first sector ahead, an event occurs and Mira loses the power of the Four Great Spirits. Not only can she no longer use the Four Great Spirits' techniques, but her stats also drop significantly.

BOSS 1 If Mira attacks, it can be defeated effortlessly

In Jude's chapter, you will first fight the girl in the red dress alone. If you win, you receive Gald and experience, but regardless of the outcome you will have to fight her again, so there is no need to push yourself. In the battle after Jude and Mira join up, Mira can simply launch attacks and should be able to defeat the opponent with almost no opportunity for them to strike back.

Girl in a red dress P.453

Lv.	5
Steel Body	3
HP	3000
Element	火 水 Onji Hikari 無
Drops	—
Can be stolen	

The enemy's "Flame Drill" has a large opening, making it easy to get behind them.

Mira can use "Undine Ne" to strike a weak point and deal heavy damage.

Flowchart & Map

8 Automatically move to Ilfan Academic Research District

9 Battle Defeat the Ilfan guards

Party: Mira joins (before battle)

Battle Automatically move to Ilfan Academic Research Move to District 8 and defeat the Ilfan gu ards

Party: Jude joins

Items Obtain the key to Krusnik's spear

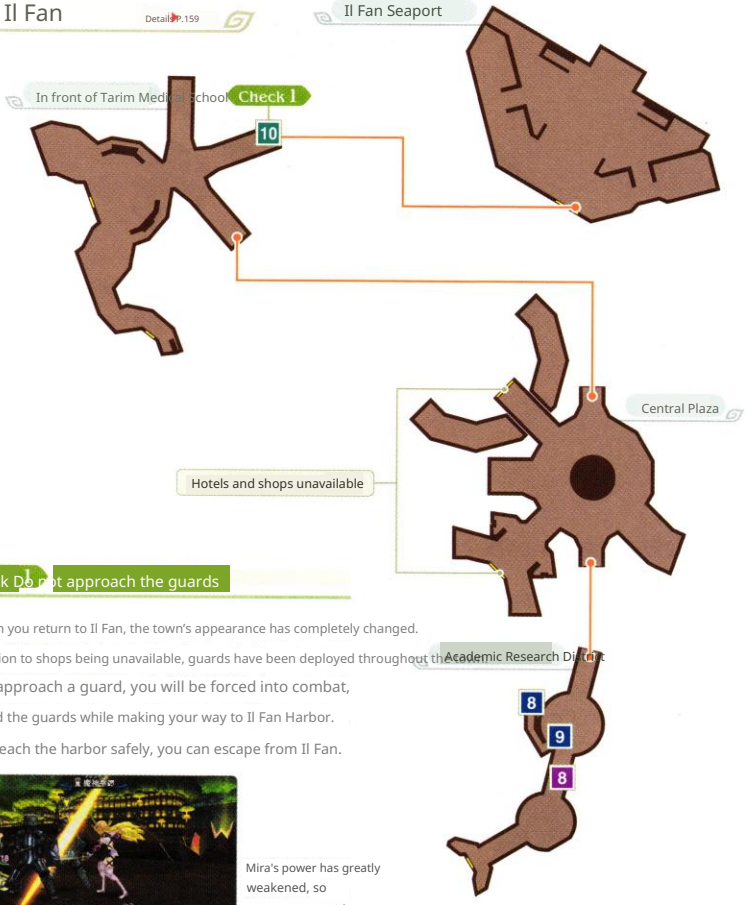
Next is 10

10 When you go to Il Fan Seaport, Check 1 you will be automatically moved to Ilart Seaport

To Ilart Seaport ▶ P.165

Il Fan

Details▶P.159



Check 1 Do not approach the guards

When you return to Il Fan, the town's appearance has completely changed.
In addition to shops being unavailable, guards have been deployed throughout the area.
If you approach a guard, you will be forced into combat,
so avoid the guards while making your way to Il Fan Harbor.
If you reach the harbor safely, you can escape from Il Fan.

Mira's power has greatly weakened, so we want to avoid combat as much as possible.

Ilart Seaport

Pursued by the military, Jude and Mira are saved from danger by the mercenary Alvin. They leave Il Fan and, rocked by a ship, arrive at a foreign port—the Azure Sea Stop.

Recommended L.Lv. 3 Event List: Landing at Azure

Guide Use Shop Build to expand the shop's inventory

After arriving at the Ilart Sea Stop, you can use Shop Build to develop the shop by delivering materials and gald. Immediately deliver the materials you have obtained so far to acquire new products. Also, stronger enemies will appear on the upcoming Ilart Passage, so stock up on healing items like "Apple Gummi".

Most materials have no use outside of Shop Build. Use them actively.

Occurring Long Chat P.488

Period	Chat Name
Upon Arrival	MAIN Forbidden Weapon MAIN Wanted

Trigger: Short Chat P.494

Timing	Content	Conditions
Upon Arrival	[Mira] That ship, on the sail-	Make Mira the leader and stay at the sea berth for more than 30 seconds
	[Mira] ugh... the sea breeze makes Mira	Make Mira the leader and stay at the sea berth for more than 2 minutes

Flowchart & Map

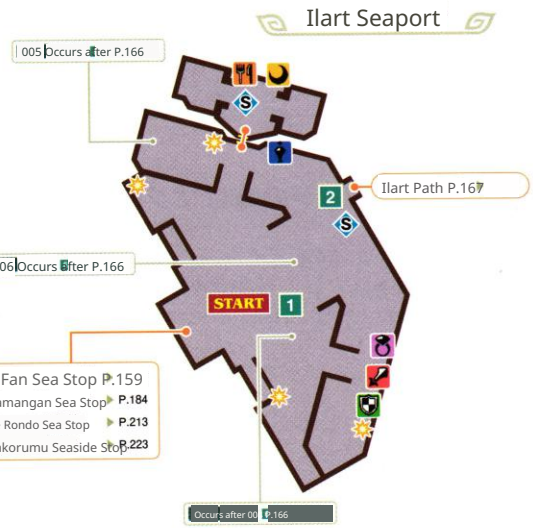
START

Party: Alvin joins

1 Talk to the woman

2 Go to the Ilart Passage

To the Ilart Passage P.167

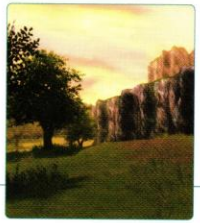


Irat Sea Stop
Random Treasure

Exploration Point

Iron Sand ×1	14%
Beast Droppings ×1	13%
Wood Chip ×1	13%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

Common Field



Ilart Passage

Mira, who was to receive sword lessons from mercenary Alvin, needs to earn money to hire Alvin.
The party accepts a request to subdue a monster said to inhabit the lake on the Ilart Path.

Recommended L.Lv. 3 Event List Wavering Thoughts ~ Gentle Village

Guide Resolve the request received at Ilart Sea Stop

The monster the woman at Ilart Sea Stop asked you t o subdue is located to the west of the Ilart Path. Appro aching the monster will immediately trigger battle, so r estore HP in advance. After defeating the monster, retu rn to the woman who made the request to report your success and receive your reward. From now on, many s ub-events that grant rewards by resolving requests like this will occur, so actively take them on.

If you bring a good valence, I wi
but
After completing the first request
You can accept it. Next,
promptly take on a new request

Triggered Sub-Events

P.326

Period	Event Name	Location	Overview	Reward
	004 Miscalculation in Monster Extermination	Ilart Seaport	The same woman asks once again for help with monster extermination. The monster is at location 2	Belted dagger, 1200 Gald
6 Later	005 Fruit Merchant	Ilart Seaport	A fruit merchant in front of the inn asks you to bring "Parengi"	
	[00 Secret Recipe	Ilart Seaport	Dog face (Shiba), Give "Cider Rice" to the apprentice cook in the middle of Ilart Sea Stop	1200 Gald, Slightly raised eyebrows

Occurring Long Chat

P.488

Period	Chat Name
1 Later	MAIN Alvin's Weapon
	MAIN There should be a village soon
After 4	MAIN Mercenary Alvin

Period	Chat Name
6 Later	MAIN Is Mira really...?
7 Later	MAIN Maxwell, Oblivious to the World
	MAIN Four Great Spirits

Enemy Use Magic Guard to block the goblin's spells

The enemy to watch out for here is the goblin, which oft en uses "Wind Lance" from a distance. Once it begins casti ng, use Magic Guard or keep moving with freerun. Also, it can attack in all directions with "Tail Spin", so don't let y our guard down even if you get behind it. If you stagger it with one hit, finish it off quickly with a combo.

Enemies Appearing

Wolf P.459
Speed Lv. 4 HP 1328
Element 火 Water 風 Earth 光 闇

Goblin P.464
⑥ Technique Lv. 4 HP 1445
Attribute 火 水 風 地 光 闇

Needle Spider P.472
Power Lv. 4 HP 1505
Element 火 Water 風 Earth 光 闇

START

1 [Battle] Defeat Wolf and Needle Spider

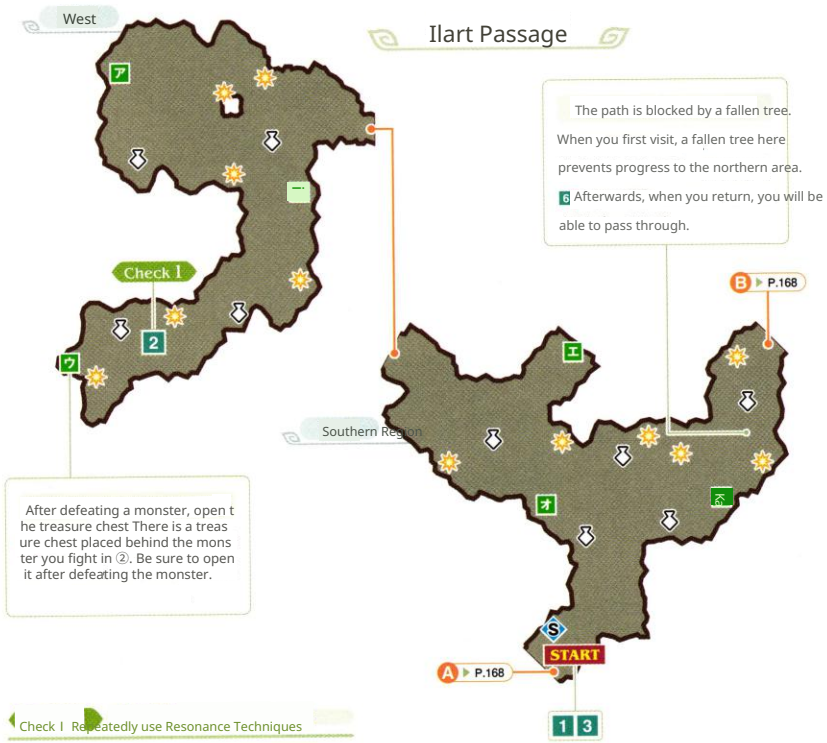
2 [Battle: Defeat 2 Clubmen and a Wont in the west] Check 1

Go to Ilart Sea Stop 3

To P.168

Ilart Passage Random Treasure

Exploration Points		Exploration Bag	
Clean Feather ×2–4	18%	200–300 Gald	18%
Beast Droppings ×2–4	18%	Clean Feather ×3–8	18%
Spider Web ×2–4	14%	Spider Web ×3–8	16%
Land Crab ×2–4	14%	Jet-Black Feather ×2–6	14%
Copper Ore ×2–4	10%	Wild Grass Seeds ×3–8	14%
Wild Grass Seeds ×2–4	10%	Strange Shard ×2–6	12%
Jet-Black Feather ×1–3	8%	400–600 Gald	8%
Strange Shard ×1–2	8%		


West
Ilart Passage
The path is blocked by a fallen tree. When you first visit, a fallen tree here prevents progress to the northern area. 6 Afterwards, when you return, you will be able to pass through.
Check 1
2
B P.168
Southern Region
After defeating a monster, open the treasure chest There is a treasure chest placed behind the monster you fight in ②. Be sure to open it after defeating the monster.
START
A P.168
1 3

Check 1 Repeatedly use Resonance Techniques

In this battle, it is effective to repeatedly use resonance techniques following the tutorial. Also, the Clubman will hold his guard, so link with Alvin to break his guard.

Clubman ×2

P.462

Want

P.458

Acquired Item Data

Treasure chest A: Saffron ×1

Treasure chest: Strange Shard ×4

Treasure chest: [illegible]pts ×1

Treasure Chest 600 Gald

Treasure chest: [illegible]pple Gummy ×2

Treasure chest: [illegible]e Bottle ×1

Flowchart & Map

Talk to 4 women

Items — 2000 Gald, item
Obtain the ball

5 Talk to the innkeeper

Party: Alvin leaves

6 Approach Alvin

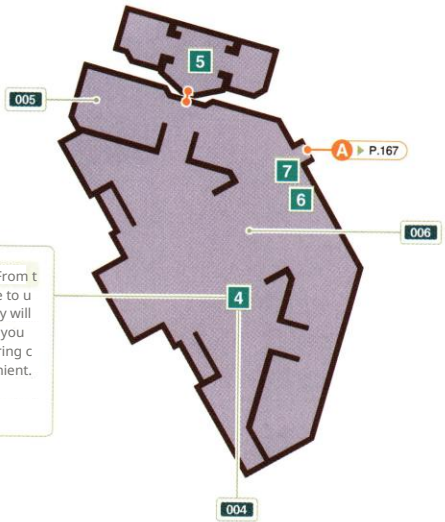
Party: Alvin joins

7 Go to the Ilart Path

8 Go to Ha-Mil

To Ha-Mil ▶ P.170

Ilart Seaport Detail▶P.165

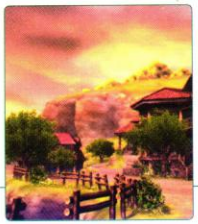


Make use of Auto Items From t
his point on you will be able to u
se Auto Items. If set up, they will
automatically use items for you
when you are in danger during c
ombat, which is very convenient.

Obtained item data

Treasure chest 8 Apple Gummies ×2
Treasure chest Wood Fragments ×10
Treasure chest Pitch-black Feathers

Common Town



Orchard Village

Ha Mir

In order to summon the Four Great Spirits once more, Mira heads for Ni-Akeria, where she is worshipped. Along the way, the party stops to rest in Ha-Mil, a village adorned with abundant fruit.

Recommended L.Lv. 5 Event List: From Gentle Village toward Ni-Akeria

Guide Obtain the rare fruits

Investigating the shelf inside Hamil's house yields the valuables "Napple" and "Parenge." These are fruits required for certain sub-events. However, the basement of the storage shed that contains "Parenge" cannot be entered at this time. You will be able to enter after following the steps at Mira Shrine (p. 180), step 10 and beyond, so be sure to obtain them.

11

Required for A. The occurring sub-event's cri "The Napple" is in Ni-Akeria

Also, in Hamil you can obtain information about the Aifried treasure. The Aifried treasure can be hard to find because it may be perched on trees or stuck to walls, so look around carefully and search thoroughly.

Unable to retu rn. After staying at the villag e chief's house while visiting the Hart Pathside, the army occupies the village

Long Chat Incident → P.488

Period	Chat Name
Upon Arrival	MAIN Elemental Catalyst
Etc.	Temptation of Fruit

Occurrence short chat P.494

Period	Content	Conditions
After arrival: "Al, take a look, hey~"	Go to a place with a panoramic view of Eastern Ha・Miru	

TOPICS Let's Read Riese-Maxia Script! -PART1-

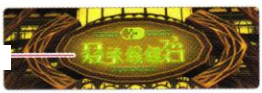
In this world, a unique script called Riese-Maxia script is used. At first glance it looks very unreadable, but in fact each character corresponds to a syllable in the Japanese gojūon (see the correspondence table on P.591). In this corner, we will introduce how to read Riese-Maxia characters as they appear on various documents and signs.

Signboard in front of the medical school There are also characters. Compare them with the correspondence table and check.

Signboard inside Il Fan

Department Store

Wint



Hotel

Flowchart & Map

START

1 Approach the boy

Item Obtained: Mysterious Orb

2 Talk to the village chief in the village chief's house and choose "Yes"

3 Approach the entrance on the Garry Passage side in the west

4 Go to Garry Passage

To Garry Passage ▶ P.172

Ha Mir

Ha-Mil's
Random Treasure

Exploration Point	
Iron Sand ×1	14%
Beast Droppings ×1	13%
Wood Chip ×1	13%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

Obtained item data

Shelf	Wild bird eggs ×3
Shelf	Napple ×1
U-shelf	Apple Gummy ×1
Hi-shelf	8 Life Bottle ×1
Shelf	300 Gald
Mouth shelf	Valenji ×1

Common Field

Garry Passage

Jude and the others shook off La Sugar Army's pursuers by the skin of their teeth and left Ha·Mir. H astening west along the Galli Passage, they made for Ni·Acheria as quickly as possible.

Recommended L.Lv.5 Event List Heading to Ni·Acheria

Occurring Long Chat P.488

Period		Chat name
Upon Arrival	MAIN	Mysterious Girl
	MAIN	La Shugaru and Ajuru

Enemy! Overturn the Tortoise and Finish It Off Quickly

The Tortoise is a guard-type monster that frequently blocks. Link with Alvin to break its guard, or hit it with moves like "Rare Bomb" to knock it down, and you'll be able to deal damage more easily. Also, the Rapid Horse moves very quickly and can attack you relentlessly if you let your guard down. Link with Mira to trigger "Bind," stop its movement, and then launch an attack.

Don't be complacent even when the Insect Plant has long tentacles —it swings its arms around. Keep your distance

Enemies that appear

Axe Peak P.455

Power Lv.4 HP 1505

Element 火 Water Wind 闇 Earth 光 闇

Insect Plant P.456

Power Lv. 5 HP 2100

Element 火 水 風 闇 Earth 光 闇

Tortus P.471

① Guard Lv. 5 HP 2039

Element 火 水 風 地 光 闇

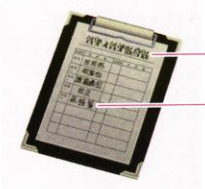
Rapid Horse P.464

Speed Lv. 4 HP 1855

Element 火 Water Wind Earth 光 闇

TOPICS Read Riese-Maksia Script! -PART2-

■ Record of Release from Lafort Research Institute



Tarim Medical School Credit Application

Flowchart & Map

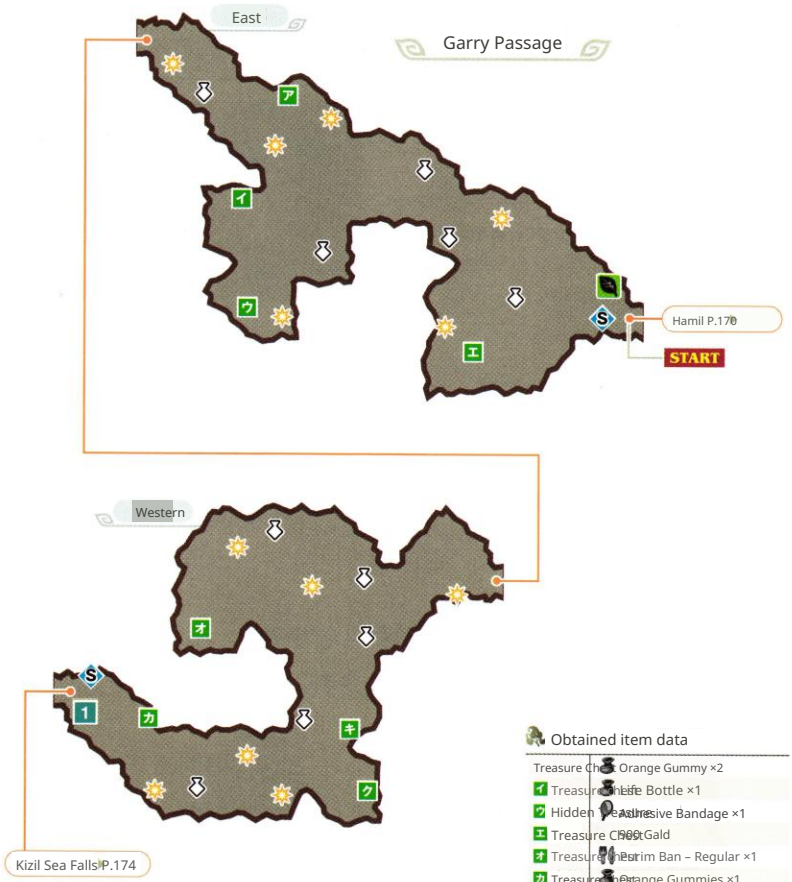
START

1 Go to Kizil Sea

To Kijiru Sea Waterfall ▶ P.174

Galli Path Random Treasure

Exploration Point		Exploration Bag	
Clean Feather ×2–3	18%	200 Gald	18%
Land Crab ×2–3	18%	Land Crab ×3–6	18%
Spider Web ×2–3	14%	Copper Ore ×3–6	16%
Copper Ore ×2–3	14%	Jet-Black Feather ×2–4	14%
Wild Grass Seed ×2–3	10%	Wild Bird Egg ×3–6	14%
Wild Bird Egg ×2–3	10%	Strange Shard ×2–4	12%
Jet-Black Feather ×1–2	8%	400 Gald	8%
Strange Shard ×1	8%		



Obtained item data

Treasure Chest: Orange Gummy ×2
イ Treasure Chest: Life Bottle ×1
ウ Hidden Treasure: Adhesive Bandage ×1
エ Treasure Chest: 900 Gald
オ Treasure Chest: Perim Ban – Regular ×1
カ Treasure Chest: Orange Gummies ×1
キ Hidden Treasure: 2000 Gald
ク Treasure Chest: Pyrohan ×1

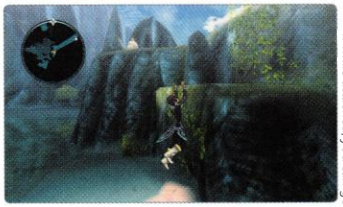
Kizil Sea Waterfall

Jude was worried about Ha Miru, but decided to follow Mira. If they can get through the treacherous Ki zil Sea Waterfall, where jagged rocks stand like fangs, Ni-Akeria will be within sight.

Recommended L. Lv. 8 Event List: Heading to Ni-Akeria ~ Spirit Village

Guide Prepare your equipment before the boss fight

If you proceed down the Kizil Sea to the base of the f alls, a battle with the boss Greater Demosh awaits. This is a stronger enemy than those encountered so far, so you should purchase healing items and new equipment in advance from the traveling merchant on the east sh ore. Also, this dungeon features a complex terrain with many ledges and steps. To avoid missing any treasure c hests, proceed carefully while checking the map.



You can simply c limb. If you press the butto n while attached, you can get over ledges higher than your height.

Long Chat Incident → P.488

Period	Chat Name
1 5	Etc. Giant Monster

Trigger: Short Chat → P.494

Timing	Content	Condition
Upon arrival	[Jude] I wonder if I can climb this.	Go near a climbable cliff at the Kizil Sea Waterfall
	[Mira] I think you can climb from here.	Go near a climbable cliff at the Kizil Sea Waterfall
	[AI] That's amazing.	Climb to the slightly higher spot in the center of the Kizil Sea

Enemy Exploit weaknesses with fire-attribute arts

There are many enemies weak to fire, such as Wo nto, Otaota, and Gekogeko. If Mira frequently uses " Fireball" and "Burn Spread," she should be able to d eal effective damage. Among enemy attacks, the "Sp lash" used by Shoremandra is powerful. It's best to in terrupt by attacking during its casting, but if you can 't make it in time, use Magic Guard.

"Sharp Summon" and "Bar n Spread"'s reson ant art technique [Flame Piercing Formation] is effective.

Enemies that appear

Want ▶ P.458
Power Lv. 5 HP 2217
Attribute Fire 水 風 地 光 闇

Otaota ▶ P.460
Strange Lv. 6 HP 1504
Attribute 火 水 風 Earth 光 闇

Clubman ▶ P.462
① Guard Lv. 5 HP 2400
Element 火 水 風 Earth 光 闇

Geko Geko ▶ P.463
Strange Lv. 6 HP 2364
Element 火 Water Wind Earth Light Dark

Shoramandora ▶ P.465
③ Techniques Lv. 6 HP 2000
Element 火 水 風 Earth 光 闇

Flowchart & Map

START

1 [Battle Defeat Greater Demosh under the waterfall] BOSS 1

Title: Apex of the Food Chain

2 Proceed west on th

3 Go to Ni-Akeria

To Ni-Akeria ▶ P.177

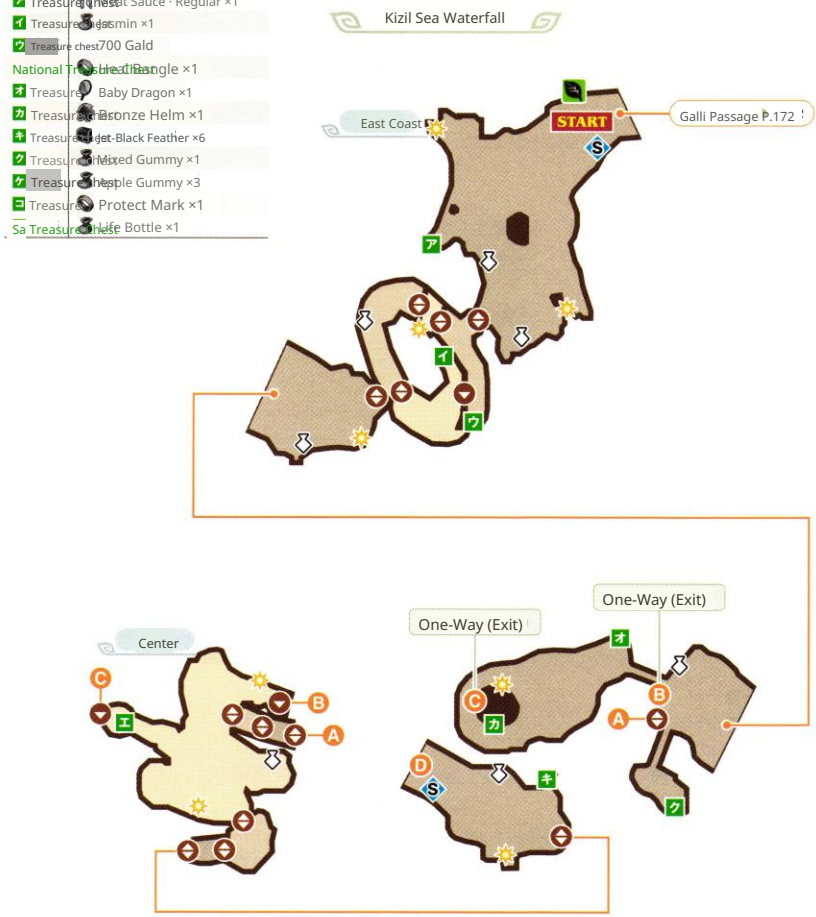
Random treasure of Kijiru Sea Waterfall

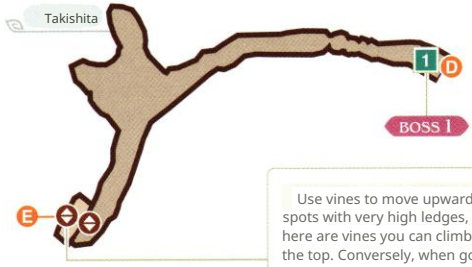
Exploration Points	
Spider Web ×2–4	18%
Copper Ore ×2–4	18%
Wild Grass Seeds ×2–4	14%
Wild bird eggs ×2–4	14%
Fossilized seashells ×2–4	10%
Decayed bones ×2–4	10%
Jet-black Feather ×1–3	8%
Mysterious Liquid ×1–2	8%

Exploration Bag	
300–450 Gald	18%
Copper Ore ×3–8	18%
Wild bird eggs ×3–8	16%
Fossilized seashells ×3–8	14%
Jet-Black Feather ×2–6	14%
Mysterious liquid ×2–6	12%
600–900 Gald	8%

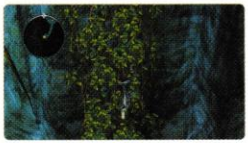
Obtained item data

ア Treasure chest Meat Sauce · Regular ×1
イ Treasure chest Jasmin ×1
ウ Treasure chest 700 Gald
National Treasure chest Shred Bangle ×1
オ Treasure chest Baby Dragon ×1
カ Treasure chest Bronze Helm ×1
キ Treasure chest Jet-Black Feather ×6
ク Treasure chest Mixed Gummy ×1
ケ Treasure chest Apple Gummy ×3
コ Treasure chest Protect Mark ×1
Sa Treasure chest Life Bottle ×1





Use vines to move upward At spots with very high ledges, if t here are vines you can climb to the top. Conversely, when goin g down, you will have to jump o ff in one go.



BOSS 1 Take the rear to avoid powerful area attacks

The enemy's "Aqua Raiser" and "Rush Tentacle" ha ve wide attack ranges and are extremely dangerous. If you stand in front, multiple allies can get caught, s o it's important to always maneuver to take their rear . Also, this battle starts with the Resonance Art gauge already full. Immediately after the start, unleash a R esonance Art chain to deal heavy damage.

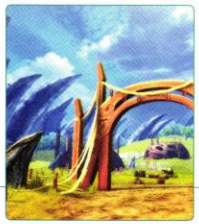
Greater Demosh ▶ P.462

Lv.	8	Copper Body	5
HP	14000		
Element	火 水 Kaji Hikari		
Drops	Poison Charm (100%)		
Can be stolen			

Being hit by the "R ush Tentacle" caus es you to take con secutive damage.

If you exploit its w eakness with a fire-element resonant art, you can decide the outcome quickly.

Common Town



Village that Worships Maxwell

Ni Akeria

Although the party was attacked en route by a mysterious woman, Jude's quick thinking allowed the m to somehow get through. They passed through Kizil Waterfall and finally arrived at Ni-Akeria.

Recommended L.Lv. 10 Event List: Spirit Village

Guide: Gather spirit stones and head to Mira's Shrine

In Ni-Akeria, go to the shrine in place of the absent shrine maiden Ivar and make your way to Mira's shrine.

Along the way, you will end up helping Mira. In the village there are four great

Note that upon arriving in Ni-Akeria, four sub-events will tri ger. Among them, 009 "Approachway Monsters" will spawn th target monster on the Ni-Akeria approach, so it's a good idea to trigger it before you depart.

Four world-spirit stones required for the ritual to summon the spirits are placed in total.

The goal is to collect these. Once you have obtained all four world-spirit stones,

exit to the southwest to the Ni-Akeria approach

Make one circuit and col lect them all. You may obtain them in order. The village's four world-spirit stones are of what kind

There are also sub-events that are o conversations that will occur within. Th ey are time-limited, so now

Triggered Sub-Events P.327

Period	Event Name	Location	Overview	Reward
Upon Arrival	007 Maxwell's Lore	Ni Akeria	When you speak to the old man at the villag e entrance, he tells you about the origins of Ni-Aceria. A village woman asks you to bri ng a "discarded shell" to use as an offering.	—
	008 Offering to Mira	Ni Akeria		Ahoge 1800 Gald
	009 Shrine Appro	Ni Akeria	The old man asks you to exterminate a monster with elf ears that has appe	ared on the Ni-Aceria shrine approach. 1800
	[010] Something Delicious	Ni Akeria	Give a "Napple" to the village child	Nasal discharge

Occurrence Long Chat P.488

Period	Chat Name
Upon arrival	MAIN Maxwell Village
After 4, MAIN	disappears completely

Occurrence short chat P.494

Period	Content	Conditions
Upon arrival	[Mira] Hm..... the outside world	Make Mira the leader and stay outdoors in Ni-Akeria for more than
	[Ju] Beyond the village it's different	Go to the central area of the village of Ni-Akeria
	[AI] Ni-Akelia~	Stay in Ni-Akeria for 1 minute or more
	[Ju] ...a strange building~	Stay in Ni-Akeria for 2 minutes or more
1	[Ju found it. This is ~	Obtain one of the "World Essence Stones"
After 4	[Ju] Mira. World Spirit Stone,	Obtain four "Seisei Stones"

Flowchart & Map

START

1 Investigate the "Seisei Stone · Fire"
Obtain item: Seisei Stone · Fire

2 Investigate the "Seisei Stone · Water"
Obtain item: Seisei Stone · Water

3 Investigate the "Seisei Stone (Earth)"
Item: Seisei Stone - Earth obtained

4 Investigate the "Seisei Stone · Wind"
Obtain item: Seisei Stone · Wind

5 Go to Ni Akelia Approach

To Ni-Akeria Approach ▶ P.178

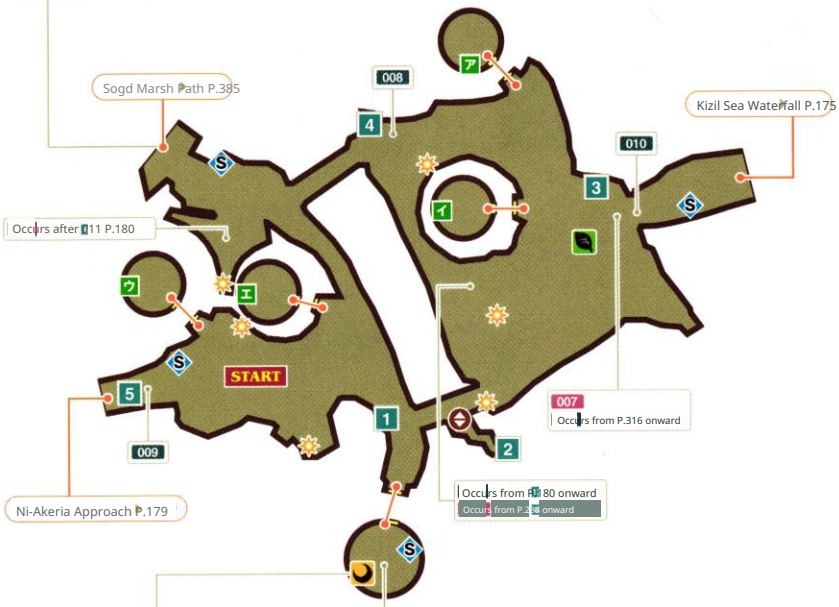
Ni Akelia's
Random Treasure

Exploration Points

Beautiful Feather ×1	14%
Spider Web ×1	13%
Land Crab ×1	13%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

Do not go to the Sogd Marsh Path The enemies that appear ahead in the Sogd Marsh Path are extremely strong, and at this point you cannot advance far. Try visiting after progressing the story.

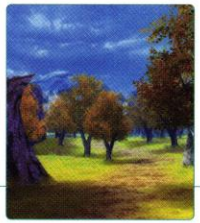
Ni Akeria



Stay at the inn for free The guild hall has simple lodging and will let Mira and the others stay for free. If you are getting tired, feel free to come and stay.

Obtained item data

Shelf A	Mysterious Orb ×1
Shelf I	Sandwich (Regular) ×1
Shelf U	500 Gald
Shelf Kai	Apple Gummy ×1



Ni Akeria Approach

Having prepared the procedures to re-summon the Four Great Spirits, Jude and the others departed Ni-Akeria. They proceed along the Ni-Akeria approach toward the shrine said to enshrine Mira, who has taken human form.

Recommended L.Lv. 13 Event List: Spirit Village

Enemy: Quickly defeat the Trent by striking its weakness

The enemy to be wary of on the Ni-Akeria approach is the Trent, which boasts high HP. It swings its long tendrils to attack over a wide area, so if the fight drags on the entire party can suffer heavy damage. Focus on fire-elemental arts and techniques, which can be effective, and use early healing. Also, although the Butterfly has low HP, it drains our HP with "Sweet Kiss," making it troublesome to defeat. Concentrate your attack and take it down before it can recover.

Reduce it beforehand. Aim for it to lower the Trent's HP Advantage Encounter

Guard against "Sweet Kiss" to dodge it. But you can't block it. Freerun

Enemies that appear

Mushroom Goblin ▶ P.461
Technique Lv. 8 HP 2450
Attribute: Fire Water Wind 地 光 闇

Chun-Chun ▶ P.469
Technique Lv. 7 HP 2080
Attribute: Fire Water 風 Earth 光 闇

Trent ▶ P.471
Power Lv. 8 HP 3600
Attrib Fire 水 氷 Earth 光 闇

Butterfly ▶ P.473
"Magic Lv. 7 HP 1880
Attribute" 火 Water 氷 Succession 地 光 闇

Flowchart & Map

START

1 Go to Mira Shrine

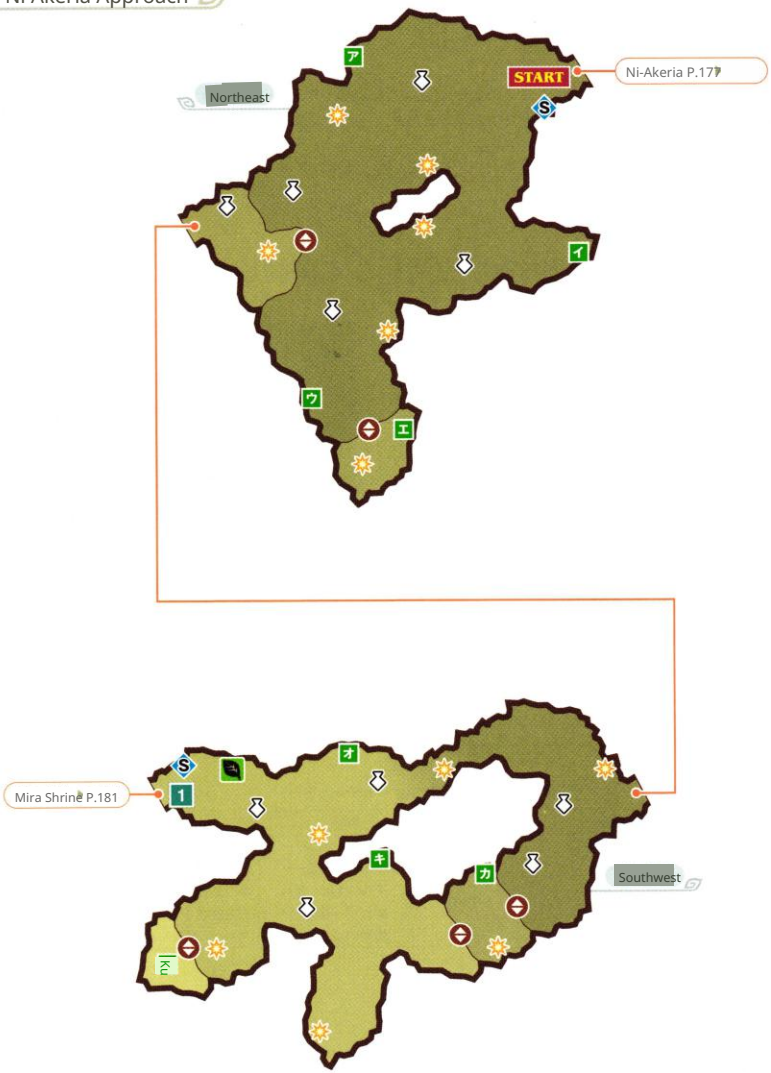
To Mira Shrine ▶ P.180

Random treasures on the Ni-Akeria approach

Exploration Point	
Copper Ore ×2–3	18%
Wild Grass Seed ×2–3	18%
Rotten Bone ×2–3	14%
Wild Bird Egg ×2–3	14%
Shell Fossil ×2–3	10%
Molted Shell ×2–3	10%
Jet-Black Feather ×1–2	8%
Mysterious Liquid ×1	8%

Exploration Bag	
300 Gald	18%
Wild Grass Seed ×3–6	18%
Rotten Bone ×3–6	16%
Jet-Black Feather ×2–4	14%
Molted Shell ×3–6	14%
Mysterious Liquid ×2–4	12%
600 Gald	8%

Ni Akeria Approach



Obtained item data

ア Chest	Panacea Bottle ×1
イ Chest	800 Gald
U Chest	5 Pitch-black Feathers
エ Sacred Treasure	Frameless Glasses ×1
オ Chest	Sage ×1
カ Chest	Yakisoba (Regular) ×1
Embarrassed Treasure	Mysterious Orb ×1
ク Treasure	Leather Mant x1

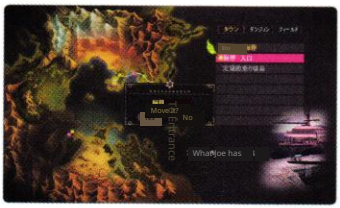
Mira Shrine

Jude and the others finally arrive at the shrine dedicated to Maxwell. At the Lafort Research Institute, the four lost great sp
To summon the spirits again, Mira begins a ritual at the shrine.

Recommended L.Lv. 12 Event List Heading to the Spirit Village — La Sugar

Guide Use the world map to travel

After leaving Mira's shrine and returning to Ni-Akeria, Alvin temporarily departs. On the approach to Ni-Akeria, it's best to avoid enemies while moving so battles don't occur. After departing Ni-Akeria, the world map will become available. Using it lets you instantly travel to locations you've visited before. Try using it when returning to Hamil or Ilart Port.



There are places to be moved to. Movement may be restricted depending on the timing. A convenient world map, but

Triggered Sub-Events → P.328

Period	Event Name	Location	Overview	Reward
6 After	[011 Miko Ibaru	Ni Akeria	If you talk to Ibaru, you can see his work at Ni·Akeria	—
3 After	[012 People of Ha·Mir	Ha·Mir East	Occurs upon entering East Ha·Mir. An event where you can hear the true feelings of the people of Ha·Mir	—
	[013] Ah, Buusagi	Ni Akeria	If you talk to the Boo Rabbit in Ni-Akeria you can hear about the Boo Rabbit and Labigg	—

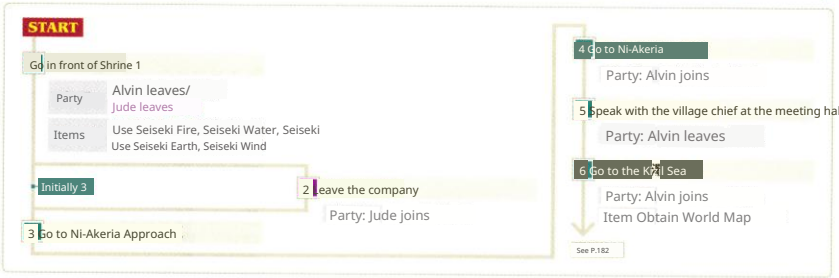
Long Chat Incident → P.488

Period	Chat Name
6 Later	MAIN Hao's Egg Theory
	MAIN What were you doing?
	MAIN Miko Ivar
	MAIN Mana Storage
1 Later	MAIN Nice to meet you.....

Occurrence short chat → P.494

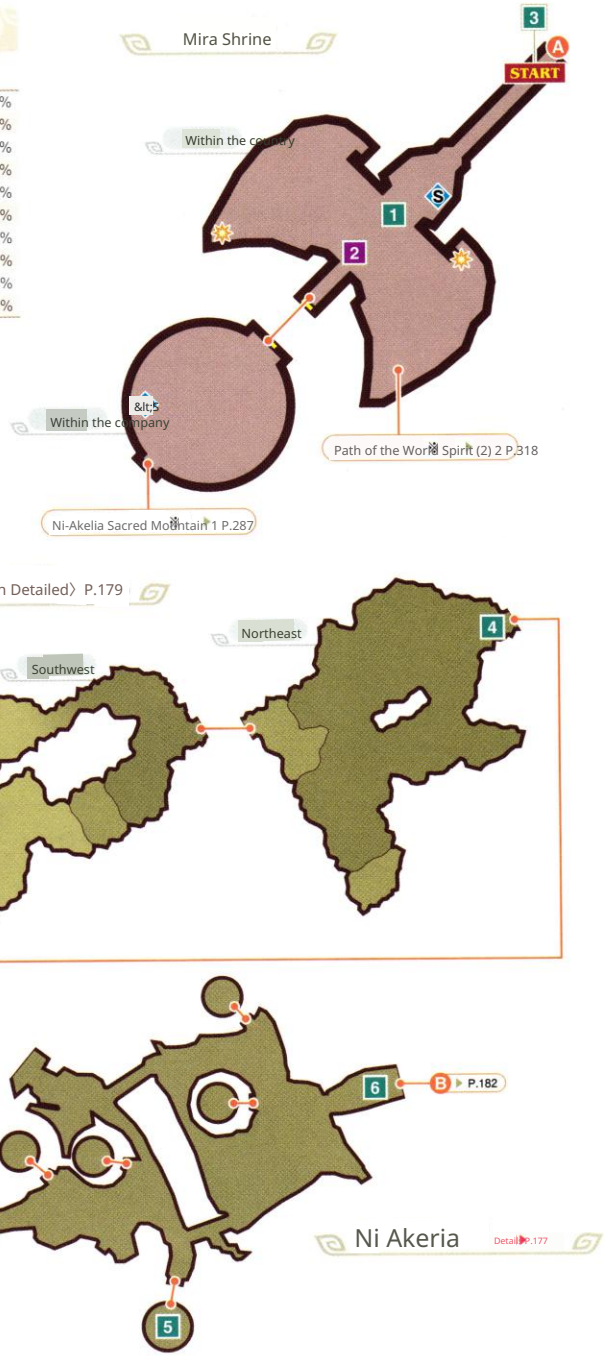
Period	Content	Conditions
After arrival	[Mira] Phew..... as I thought~	Make Mira the leader and stay at Mira's shrine for more than 10 se
2 After	[Mira] Alvin is one~	Go to the area near the exit of Mira's shrine
6 After	[Ju] Come to think of it, the world~	Stay at Kijiru Sea Waterfall for more than 1 minute
	[Ju] Huh..... we~	Occurs with a 20% chance when moving on the world map 10 times
13 Later	[Ju] The barrel is full ah~	Go to the basement of Ha·Mir's storage hut

Flowchart & Map



Mira Shrine's Random Treasure

Exploration Point	
Beautiful Feather ×1	14%
Spider Web ×1	13%
Land Crab ×1	13%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%



*1: Passable from Ha·Mir (2) (P.284) onward. *2: Passable from Way of Seisei (2) (P.318) onward.

Flowchart & Map

7 Travel to Hamir from the World Map

8 Automatically move to Ha·Mir

9 Go to the East

Party: Party members other than Jude leave/ Jude leaves

10 Head north in the West

11 Go to the storage shed basement

12 Go to the East

Party: Mira and Alvin join; Elise becomes a companion

10 Talk to the village chief at the village chief's house

Party: Jude joins; Elise becomes a companion

Initially 3

13 Go to the Ilat Passage

14 Go to Ilat Sea Stop from the world map

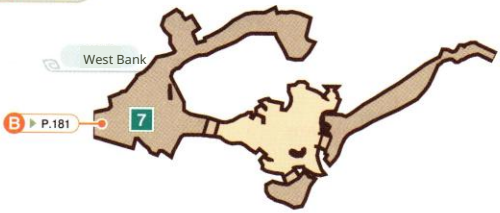
15 Automatically move to Ilat Sea Stop

16 If you talk to the crew and choose "Yes", you will automatically move to Samangan Sea Stop

To Samangan Sea Stop ▶ P.184

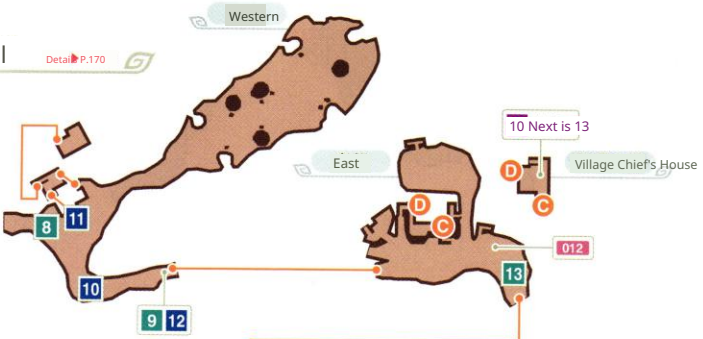
Kizil Sea Waterfall

Detail▶P.175



Hamil

Detail▶P.170



Ilart Passage

Detail▶P.168

Ilart Seaport

Detail▶P.165

Common Town

Samangan Sea Stop

To destroy the black box (Jin) that kills spirits, Mira and her companions head for Il-Fan. Because the metropolitan area is sealed of they decide to travel via Kalahar-Shar from Samangan Seastop.

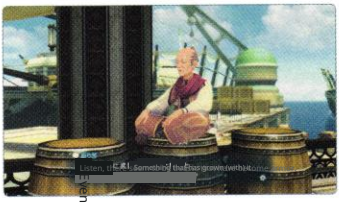
Recommended L.Lv. 12 Event List: The Hunted

Guide: Trigger the consecutive sub-events

At Samangan Sea Port, you can trigger as many as seven sub-events upon arrival. Of these, four e vents — beginning with 014 "The Shadows at Wor k ①" — serve as starting points for chained event s that unfold across several locations. From now o n, these sub-events

Be sure to trigger it before leaving Samangan Sea Port i f you want to see the rest.

In the Samangan Tree Realm ahead, there will be a tough boss battle. It would be wise to use the shop at the Sea Dock to perform a shop build and procure new equipment.



It seems an "armored be ast" has appeared. When yo u try to leave the port by sea with your weapon in hand, u can hear stories of a merchant who sells (them) magic. en if you encounter them, you must never fight.

An event occurs. Yo u can also read the book to ge t a side story. There is a wanted poster near the dock.

Triggered Sub-Events P.328

Period	Event Name	Location	Overview	Reward
Upon Arrival	014 Shadows Operating in Secret ①	Samangan Harbor Inn Lobby	Occurs when you stay at the inn. Jude lear ns about the Garbage Squad from Alvin.	–
	015 Wanted Poster ①	Samangan Sea Stop	When they approach the bulletin board, Ju de and Mira discover their own wanted p osters posted there. At the exit of the har bor, an old storyteller tells them about the existence of creatures called armored beasts.	–
	016 魔装獣①	Samangan Sea Stop		–
	017 Tibo's Family!? ①	Samangan Sea Stop	When you approach the sailor, there is a stuffed toy resembling Tibo. You can hear stories of a merchant who sells (them)	–
	018 A Mysterious Woman	Samangan Sea Stop	Obtain the "poison needle" from the woman in front of the inn, hairpin, Asked to come	2600 Gald
	019 The Skilled Bounty Hunter	Samangan Sea Stop	A man calling himself the skilled bounty hunter asks you to defeat the monsters of the Ngan Arbo for 2600 Gald	
	020 A Delivery to the Inn	Samangan Sea Stop	A crewman northwest of the regular ferry dock asks you to deliver a package addressed to Karana Shaal's inn	Sunglasses (Standard), 2600 Gald

Occurrence Long Chat P.488

Period	Chat Name
Upon Arrival	MAIN Possibility of Restart
	SUB Let's Stay the Night
	SUB Suspicious Sailor

Flowchart & Map

START

1 Approach the entrance on the Samar

2 Go to Samangan Road

To Samangan Road ▶ P.186

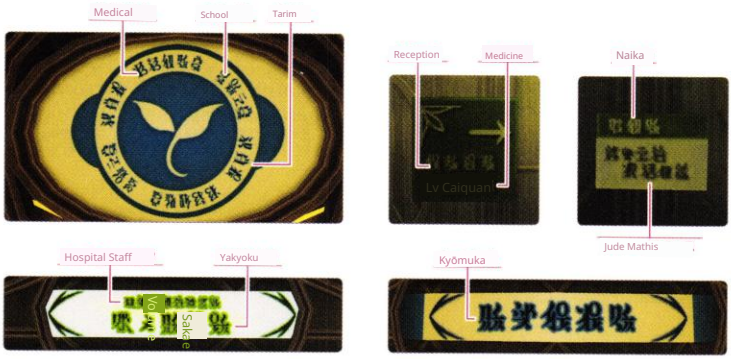
Samangan Sea Stop's Random Treasure

●Exploration Point

Copper Ore ×1	14%
Wild Herb Seed ×1	13%
Wild Bird Egg ×1	13%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

TOPICS Read Riese-Maxia Script! -PART 3-

"Sign inside Tarim Medical School



| Common Field

Samangan Highway

Jude and the others head along the Samangan Road toward Il Fan, but a La Sugar army checkpoint awaits there.
Forced to detour, the party leaves the Arboreal Realm and heads for Karaha-Shar.

Recommended L.Lv. 12 Event List: On the Run ~ Dim Arboreal Realm

Occurrence short chat P.494

Period	内容	Conditions
Later	[Eri] knows this area well~	Go to the Samangan Road, to the area in front of the Samangan Arboreal Realm

Enemy Move so you are not surrounded by enemies

On the Samangan Road, up to four enemies can appear at once, increasing the risk of being surrounded compared to before. In particular, boars charge at you with a rushing attack, so if you stay still they will quickly close the distance. When enemies gather, use freerun actively to get around behind them, or use wide-area attacks such as Mila's "Round Edge" or Alvin's "Guardian Formation."

With the resonant art "Spirit Medic"—a combination of "Round Edge" and "Healing Art"—you can heal while attacking nearby enemies at the same time, which is very advantageous.

The boar has relatively high HP. Everyone, concentrate attacks on a single enemy to reduce their numbers. I want to reduce them.

"Spirit" with a large healing amount "Medic" is extremely useful. Keep using it frequently going forward.

Enemies that appear

Arobii P.456
"Speed Lv. 10 HP 2650
Element Fire Water 風 Earth 光 闇

Grasugekogecko P.462
Strange Lv. 8 HP 2700
Attributes: Fire, Water 風 地 光 闇

Puchi Puri P.476
Magic Lv. 10 HP 2255
Attributes: Fire, Water 風 Earth 光 闇

Hawk P.480
Speed Lv. 10 HP 2550
Element 火 風 地 光 闇 Water

Glasotaota P.461
| Strange Lv. 8 HP 2200
Attribute: Fire Water 風 Earth Light 闇

Bee P.474
Speed Lv. 8 HP 2400
Attribute 火 Water 風 Earth 光 闇

Boa P.480
Power Lv. 8 HP 3000
Element 火 水 風 地 光 闇

Flowchart & Map

START

1 Proceed southwe

2 Go to Samangan Arboreal Realm

To Samangan Arboreal Realm ▶ P.189

Samangan Highway Random Treasures

Exploration Point

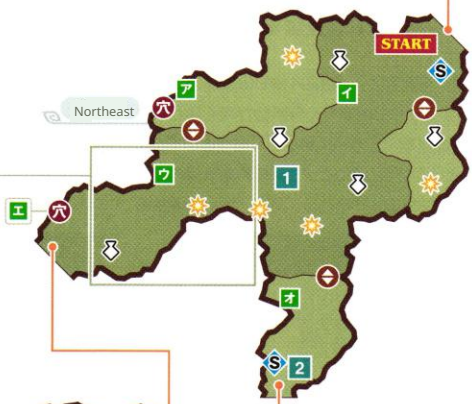
Decayed bones ×2–4	18%
Wild bird eggs ×2–4	18%
Fossilized seashells ×2–4	14%
Husk ×2–4	14%
Silver Ore ×2–4	10%
Sturdy Vines ×2–4	10%
Jet-black Feather ×1–3	8%
Mysterious Liquid ×1–2	8%

Exploration Bag

400–600 Gald	18%
Rotten Bone ×3–8	18%
Husk ×3–8	16%
Jet-Black Feather ×26	14%
Sturdy Vine ×3–8	14%
Mysterious liquid ×2–6	12%
800–1200 Gald	8%

Samangan Highway

Passage blocked due to a chec kpoint This area is impassable bec ause of a military checkpoint. Beca use of that, you cannot open the A rc treasure chest. The checkpoint will be lifted after Vermia Gorge (p. 196), so come back later.

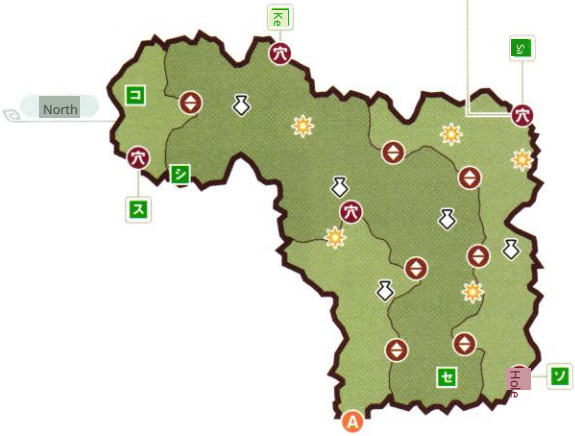


Obtained item data

ア	Relic	Dog Ears (Black) ×1
イ	Treasure Chest	Hard Scales ×7
ウ	Treasure Chest	Haze Bottle ×1
エ	Treasure Chest	2800 Gald
オ	Treasure Chest	Leader Rice - Normal ×1
カ	Treasure Chest	Mixed Gummy ×1
キ	Treasure Chest	Oily Bottle ×1
ク	Treasure Chest	Banashii Bottle ×2
ケ	Treasure Chest	Basil ×1
コ	Treasure Chest	Mysterious Orb ×1
サ	Treasure Chest	Orange Gummies ×1
▽	Treasure Chest	Pitch-black Feathers
Su	Treasure Chest	Feat Mark ×1
Se	Treasure Chest	1500 Gald
▽	Treasure Chest	Elixir ×1

Proceed through holes and open treasure chests

If you proceed through a small hol e you can crawl into, you may find a treasure chest. There are similar holes on other roads, so be sure to check them.



TOPICS Read the Riese-Maxia script! -PART4-

• Wanted Poster

Mystery Vision

Jude Mathis

Samangan Sea Stop Sign

Accessory

Weapon

Vogue

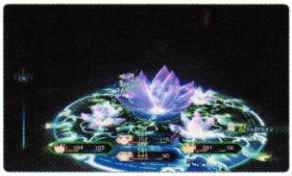
Samangan Arboreal Realm

Jude and the others stepped into the Samangan Arboreal Realm to bypass the checkpoint and head for Karaha-Shahl.
The party was simply overwhelmed by the strange atmosphere.

Recommended L.Lv. 1 Event List: Dim Arboreal Realm ~ New encounters in a new town

Guide: Set Elise's art and skills

After that, Elise formally joins the party. First, check her Lirial Orb and spend all accumulated GP. At this time, be sure to teach her the excellent healing art "Heartless Circle."
Elise becomes the party's primary healer, so set the tactic to "Heal/Support Priority."



The resonant art "Fairy Circle" can heal while attacking.

Occurrence Long Chat P.488

Period	Chat Name
1 5	MAIN: Elise's Spirit Arts
	MAIN: How Spirit Arts Work
After 4	MAIN Elise's Mystery
	MAIN Kemuridake
	MAIN Tribe That Controls Monsters

Trigger: Short Chat P.494

Timing	Content	Conditions
Upon arrival	[Al]: Phew, so cramped~	Crouch and pass through a hole for the first time in the Samangan A
1 Later	[Elise]: You can get through here.	Approach the hole located west of the northeastern area of the Sam

Enemy Prevent poison with the "Poison Charm"

Taking Silva Trent's "Dancing Smoky Decay" or the Basilisk's "Green Claw of Malady" can sometimes inflict the poison status condition. When poisoned, HP gradually decreases, so quickly restore it with a "Panacea Bottle" or Elise's "Recover." Allies fighting on the front lines are recommended to equip the "Poison Charm."

"Dancing Smoky Decay" has a wide area of effect, and can poison multiple allies at once.

Enemies that appear

Silva Wolf P.466
Speed Lv. 9 HP 2440
Attribute 火 水 Wind 光 闇

Silvatrent P.466
Power Lv. 10 HP 4000
Attribute: Fire 水 風 地 光 闇

Basilisk P.473
Technique Lv. 10 HP 2650
Attribute: Fire Water Wind 地 光 闇

Leaf Mandr P.485
Technique Lv. 9 HP 2100
Attribute: Fire Water 風 地 光 闇

START

1 attle Defeat the Silvatrent

Party Eriese joins (before battle)

Go west at North 2

See p.190

Samangan Arboreal Realm Random Treasure

Exploration Point

Fossilized seashells ×2–4	17%
Decayed bones ×2–4	17%
Silver Ore ×2–4	13%
Husk ×2–4	13%
Hard Scale ×2~4	9%
Sturdy Vines ×2–4	9%
Poison Needle ×2–4	8%
Jet-Black Feather ×1–3	7%
Mysterious Liquid ×1~2	7%

Exploration Bag

Fossilized seashells ×3–8	17%
400–600 Gald	17%
Silver Ore ×3~8	15%
Hard Scale ×3~8	13%
Jet-Black Feather ×2–6	13%
Mysterious liquid ×2–6	11%
800~1200 Gald	7%
Poison Needle ×3~8	7%

Avoid the Smoked Mushroom and proceed. If you step on the Smoked Mushroom, gas will burst out and you will take damage equal to 10% of your maximum HP. Entering battle in this state is dangerous, so try to avoid it as much as possible while advancing.

Head toward A and open the treasure chest. Ahead the path splits into two. If you head to B you can go deeper, but before that, open the treasure chest just ahead.

Obtained item data

Treasure Chest (R)
Poison Charm ×1
Treasure Chest
Orange Gummies ×2
U Treasure Chest
1500 Gald
Relic
Rabbit Ears (Black) ×1
Treasure Chest
Hasapo Curry (Regular) ×1
Treasure Chest
Mysterious Liquid ×6
Minister Treasure Chest
Jet-Black Feather ×6

How to Read Icons ... Smoked Mushroom

Flowchart & Map

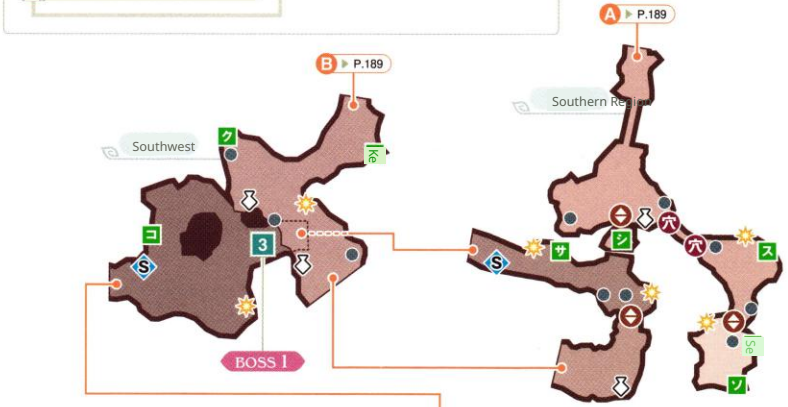
3 Battle: Defeat Jiao and two Silver Wolfs in the southwest BOSS 1

Title: Fleeing Fighter

4 Automatically move to the southwest part of Samangan Route

5 Go to Karaha-Shahl

To Karaha-Shahl ▶ P.192



Samangan Highway Detail ▶ P.186

Obtained item data

- Treasure Chest: Holy Bottle ×1
- Treasure Chest: Sturdy Vine ×9
- Relic: Elixir ×2
- Treasure Chest: Life Bottle ×1
- Treasure Chest: Orange Gummy ×2
- Treasure Chest: Verbena ×1
- Treasure Chest: Purple Gummy ×2
- Treasure Chest: Sword Coat ×1

How to Read the Icons .....Kemurike

BOSS 1 nk with Alvin to break his guard

Jao appears together with two Silver Wolves and also summons additional monsters such as "Monster Call 1". To reduce the number of enemies, it is advisable to prioritize defeating these summoned monsters. Jao is resistant to staggering and also reliably guards against our attacks. Link with Alvin to trigger "Breaker," then finish him with combos when his guard is broken.

Jao (1) ▶ P.465

Lv. 13 Steel Body 5

HP 17000

Attributes: Fire, Water 風 地 光 闇

Drops Wind Mantle (100%)

Can be stolen

Enemies that appear together Silver Wolf ×2 ▶ P.466

If you stun them with "Breaker," resonance Drive the techniques into (yellow) Also recommended.

"The Demon Lord 's Earth Fangs" has a wide attack range. Hold your guard firm and c

Town of Meetings and Farewells

Karaha Shaal

After Jude and the others repelled Jao's assault in the Samangan Arbor Realm, they finally arrived at Karaha Shaal. While extracting information from an antique dealer, they encountered a well-dressed girl and an elderly man.

Recommended Lv. 14 | Event List: New Encounters in a New Town

Guide Trigger the subevent and then head to Kurama Passage

Many subevents occur in Karaha-Sharl. Among t hem, you definitely want to clear 026 "Tipo's Family! ?②," which yields the high-value material "Echo Ore ," and 029 "Traveler's Charm," which rewards the "It em Ball Plus" that increases the number of auto-ite ms you can set. Also, Rowen joins in 6. Before depa rting, level up the Lirial Orb and set up your artes a nd skills.

At the East Market, there is someone who will exchange the "Jet-Black Feather" and other valuable items for you.

Triggered Sub-Events → P.330

Period	Event Name	Location	Overview	Reward
Upon arrival	021 Rising War Clouds	Near the exit on the Karaha-Sharl — Taras Road, when you approach the	merchants by the Central Plaza, you are told that a war seems likely to break out.	—
	022 The Fugitives①	Occurs when you speak to the child in the central square of Karaha-shaal. Child		—
	023 Jet-Black Feather①	Central Square	The child discovers that you are a wanted person	—
	024 Jet-Black Feather ②	Speak to the man standing on the square side in Karaha-Shaar, East Market	and the Jet-Black Feather exchange will become available	Changes depending on the number of "Jet-Black Feathers"
	025 Tipo's Family!? ②	Occurs when you discover 459 "Jet-Black Feathers" in Karaha-Shaar. East Market	You will engage in battle with the Jet-Black Wing. Go to Kurama Passage	Zexeed, 50,000 Gald
	026 The Melancholy Merchant	In Karaha-Shaar, after talking with the girl, face the stuffed-toy merchant be	side the ornament shop at Ilart Sea Stop East Market	Echo Ore
	027 Imprisoned Life	In Karaha-Shaar, the unlucky merchant asks you to exterminate monsters on the Samangan Road Central Square	and laments about his glasses,	3000 Gald
		Hamil Storage Shed Basement	Triggered upon entering the basement. He	—
5 After	028 Pink Cute Things	Karaha Shar	Go fetch the pink item specified by the tw	Princess Staff Plumiere
	029 Travel Charm	In front of the lord's mansion in	For the girl in front of the lord's manor in Karaha Shar, deliver a ch	Item Pole Plus

Long Chat Incident → P.488

Period	Chat Name
Upon Arrival	MAIN Mira's Friend
	SUB Plush Merchant Information
	SUB Plush Merchant's Destination
5 After	SUB Why not try talking to (them)?
6 After	MAIN Butler Roen
	MAIN Dictator King Nahtigal
	Etc. When (I) grow up
	Etc. Tipo, Pretty!

Occurrence short chat → P.494

Period	Content	Conditions
Upon Arrival	[Eri] Wow, it's so big~	Go to Karaha-Shar Central Plaza
	[Eri] Huh?~	Go to the lord's mansion front in Karaha-Shall Central Plaza
	[Mira] Some kind of bargain~	Stay in Karaha-Shall East Market for more than 10 seconds with Mira as lea
	[Mira] The shop's goods are interesting, aren't they~	Stay in Karaha-Shall East Market for more than 20 seconds with Mira as lea
	[Mira] What a splendid windmill~	Stay in Karaha-Shall Central Plaza for more than 10 seconds with Mira as le
	[Mira].....There are Sylphs~	Stay in Karaha-Shall Central Plaza for more than 20 seconds with Mira as le
	[Ju] That is.....what~	Go near the Jet-Black Feather Exchange near Karaha-Shall
	[Mira] Um.....that is~	Go near the Jet-Black Feather Exchange near Karaha-Shall
5 After	[Mira] Soldiers standing guard~	Go near the gate of the lord's mansion in Karaha-Shall with Mira as leader

Flowchart & Map

START

1 Go to the front of the lord's mansion

2 Automatically move to Lord's Pavilion Entrance

Party members other than Jude/Mira leave

13 Talk with Rowen ※

4 Talk with Mira/Jude ※

5 Attempting to leave the lord's

Party: Mira and Elise join/ Jude Elise joins

6 Go to the Central Plaza

Party: Alvin, Rowen join

7 Go to Kurama Pathw

To the Kurama Passage ▶ P.195

※This is not a required procedure.

Karaha-Shahr Random Treasure

● Exploration point (Central Plaza, in front of the lord's mansion)

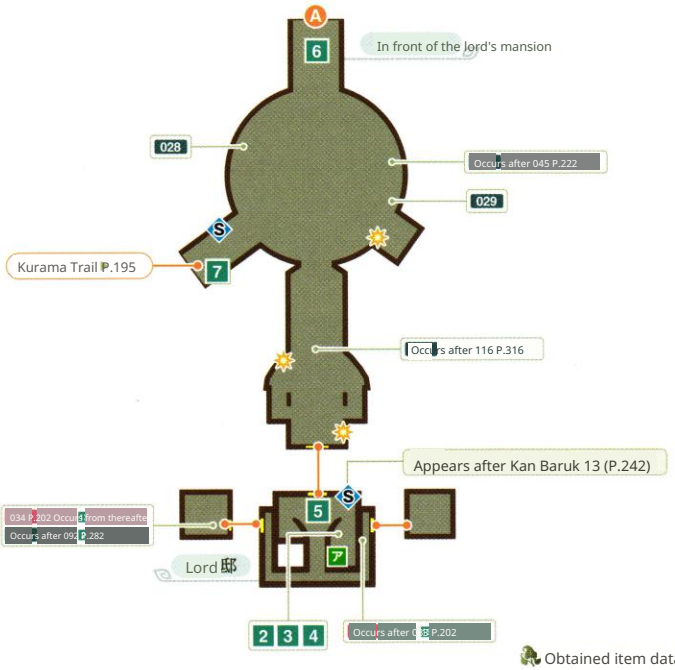
Wild bird egg ×1	14%
Shell fossil ×1	13%
Decayed bone ×1	13%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

● Exploration point (East Market)

Wild Bird Egg ×1	15%
Shell fossil ×1	14%
Decayed bone ×1	14%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	7%

Karaha Shaal

Buy an "Ice Candy" At this sta ll, "Ice Candy" is sold for 100 gal d each. Eating one restores 10% of HP, and if you get a "winning stick" you receive another one.



Obtained item data

7 Shelf Mystery Orb ×1

TOPICS Read the Riese-Maxia script! -PART5-

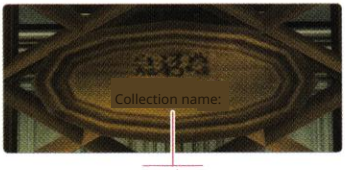
- Karaha-Shahl signboard

Zakkaya

Sara

Furumono

Doug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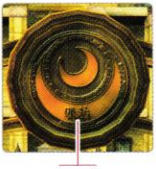
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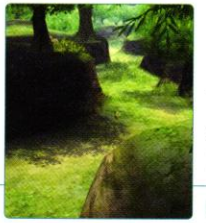


Kurama Interpath

The lord of Karaha-Shahr, Klein, set out to rescue civilians who had been forcibly conscripted at King Nahtigal's request. To assist him, Jude and the others head toward the Varmia Gorge together with Lowen.

Recommended L.Lv. 14 Event List: New Encounters in a New Town ~ The Disjointed Land Varmia Gorge

Guide: Ability to Switch Combat Members

As soon as you enter the Kurama Passage, you'll be thr own into battle and a tutorial on swapping members will o ccur. From then on, you'll be able to freely switch between active combat members and reserves. Swap members to match the types of enemies that appear. After this battle, head southwest to the Varmia Gorge. Proceed while openi ng the treasure chests beyond the pit.

The path is narrow a nd it's easy to run in to enemy symbols. Do not neglect battle preparations.

Enemy: Link with Lowen to Block Spells

Dusk Shade frequently uses "Lock Try." This spell's point of ori gin is unpredicted and its attack range is wide, so if it's allowed to cast, it becomes hard to avoid. What's useful here is the "Auto Magic Guard" that activates when you link with Lowen.

It automatically guards against "Lock Try," allowing you t o fight safely even when many Dusk Shades are present. If enemies other than Dusk Shade appear, change your li nk partner to a different character.

When there are enemies who use powerful arts, Lowen can be relied u pon. While he is blocking their arts for you, strike down the spellcaster who will be wide open.

Spiders attack by shooting threads. Because they can hit you even from a di stance, it's best to fight by flanking them with freerun movement.

Enemies that appear

Spider ▶ P.468
Q Power | Lv. 11 | HP 3000
Attribute: 火 **水** 風 地 光 闇

Duskshade ▶ P.469
Strange | Lv. 12 | HP 2720
Attribute: Fire Water Wind Earth Light 闇

Flower Cat ▶ P.477
Speed | 2845
Lv. 11 HP
Attribute: [Fire Water Wind Earth 光 闇

Flowchart & Map

START

1 Defeat 2 Flower Cats and 2 Dusk Shades

Go to Vermia Gorge

To Vermia Gorge ▶ P.198

Kurama Passage Random Treasure

Exploration Point	
2–3 Silver Ore	18%
Molted Shell ×2–3	18%
2–3 Hard Scales	14%
2–3 Sturdy Vines	14%
2–3 Broken Fangs	10%
High-quality down fluff ×2–3	10%
Jet-Black Feather ×1–2	8%
Snow-colored pompom ×1	8%

Exploration Bag	
500 Gald	18%
3–6 Silver Ore	18%
3–6 Hard Scales	16%
Jet-Black Feather ×2–4	14%
High-quality Cotton Wool ×3–6	14%
Snow-colored pompom ×2–4	12%
1000 Gald	8%

Karahashar P.193 ▶

Kurama Interpath

Obtained Item Data

Treasure	Dog Tail (Black) ×1
Treasure	Mysterious Orb ×1
Treasure	Orange Soup (Standard) ×1
Treasure	Liqueur Bottle ×3
Treasure	4000 gald

Vermia Gorge

Upon arriving at the Varmia Gorge, Jude and his companions saw a crane whose mana was being drain ed by a mysterious device. To destroy the device, the party attempts to enter from the summit.

Recommended L. Lv. 15 Event List Incongruent Land Varmia Gorge ~ Fortress Infiltration / Swirling Conspiracy

Guide Move clockwise through the gorge to reach the summit

You cannot enter the destination's great hollow from the fron t. To gain access, you must move clockwise from the gorge's nort heast area to the south, then to the northwest, and return to the northeast. The gorge has steep elevation changes and many ledges to climb and descend, so move carefully to avoid losing your bearings. When you reach t he summit in the northeast, a boss battle will occur, so be sure to recover your HP.

Triggered Sub-Events P.332

Period	Event Name	Location	Overview	Reward
4After 030	The Mystery of the Canyon	Barmia Canyon Great Hollow	Occurs in the Great Hollow. Investigate the device left by the army	Moonstone
5 later	031 The Shape of the World	Kalahar Shahr Central Plaza	Go to the summit of Barmia Canyon at the scholars' request	
10 After	032 The Inner Affairs of the Army	Kalahar Shahr Central Plaza	Approach the pair to learn the army's inner affairs	

Trigger long chat p.489

Period	Chat Name
Upon arrival Etc.	Compassionate Heart
② After	MAIN Lesser Spirit
	MAIN Elise's Future
	Etc. Magic-Armored Beast Defeated!
	Etc. Magic-Armored Beast Defeated!
After 4	SUB Did you see the big windmill?
5 After	SUB Let's Report
After the episode	MAIN Save Mira and the Others

Occurrence short chat P.495

Period	Content	Conditions
Upon Arrival	[Ti] What is this place—	Stay in Varmia Gorge for more than 5 minutes
	[Al] This is going to be a tough	Approach the area that connects the northwest to the northeast o

Enemy Quickly recover from magic/skill sealing

The Green Butterfly's "Rondo of Corruption" has the effect of sealing magic and skills. If healers like Jude or Elise have t heir magic or skills sealed, there is a risk of total party wipe.

Heal ぐに with "Panacea Bottle" or "Recover". Equi p Elise with the "Seal Charm" obtained in the north east to prevent spell/skill sealing.

■Enemies Appearing

Angry Tus P.456
①Guard Lv. 13 HP 4000
Element 火 水 風 地 光 闇

Green Butterfly P.462
Magic Lv. 12 HP 2250
Attribute: Fire 水 風 雷 光 闇

Sword Bee P.469
Speed Lv. 12 HP 2800
Attribute: Fire Water Wind Earth 光 闇

Wind Spirits P.457
Magic Lv. 13 HP 2500
Element 火 Water Wind Earth Light Dark

Gentle hii-hii-fu~ ※ P.464
Strange Lv. 60 HP 9009
Element Water 風 Earth 光 闇

※Appears from Chapter 4 onward.

Flowchart & Map

START ▶ P.198

1 Climb to the summit in the northeast

To P.198

Random treasures in Varmia Gorge

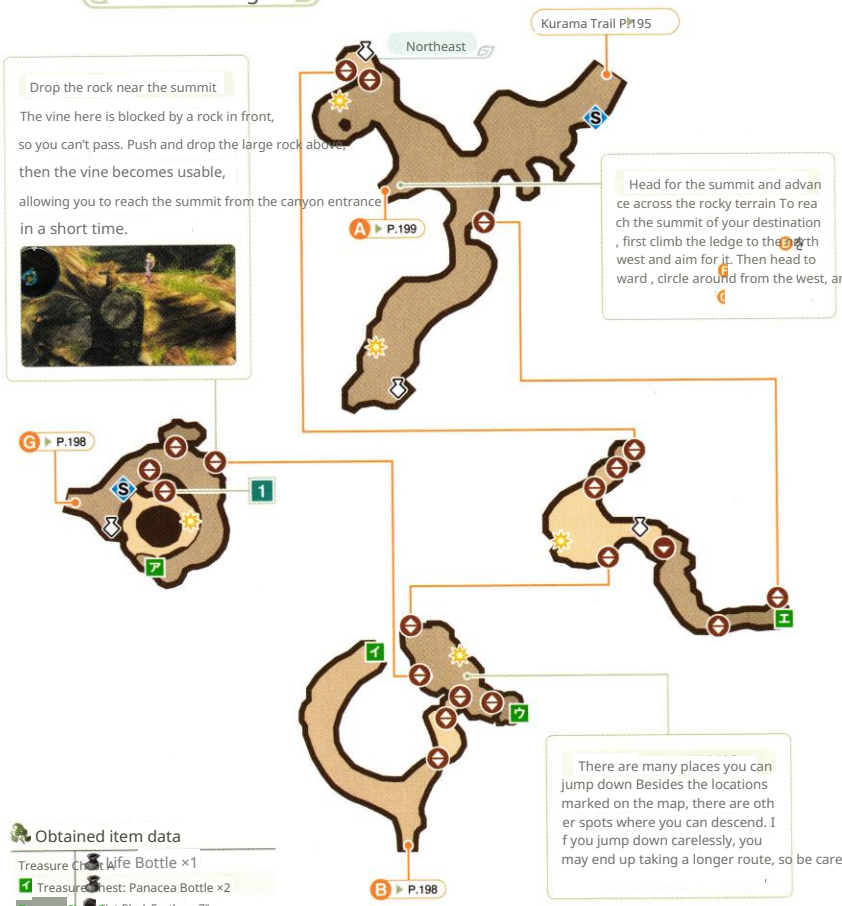
Exploration Point

Silver Ore ×2–4	17%
Sturdy Vines ×2–4	17%
Broken Fang ×2–4	13%
Hard Scale ×2–4	13%
Fine Down ×2–4	9%
Poison Needle ×2–4	9%
Peach Cherry Blossom Petals ×2–4	8%
Jet-Black Feather ×1–3	7%
Snow-Colored Pompon ×1–2	7%

Exploration Bag

500–750 Gald	17%
Sturdy Vine ×3–8	17%
Broken Fang ×3–8	15%
Jet-Black Feather ×2–6	13%
Poison Needle ×3–8	13%
Snow-Colored Pompon ×2–6	11%
1000–1500 Gald	7%
Peach Cherry Blossom Petals ×3–8	7%

Vermia Gorge


Kurama Trail P.195
Northeast
Drop the rock near the summit
The vine here is blocked by a rock in front, so you can't pass. Push and drop the large rock above, then the vine becomes usable, allowing you to reach the summit from the canyon entrance in a short time.
A ▶ P.199
Head for the summit and advance across the rocky terrain To reach the summit of your destination, first climb the ledge to the north west and aim for it. Then head toward, circle around from the west, and proceed to
G ▶ P.198
1
There are many places you can jump down Besides the locations marked on the map, there are other spots where you can descend. If you jump down carelessly, you may end up taking a longer route, so be careful.
B ▶ P.198

Obtained item data

Treasure Chest: Life Bottle ×1
Treasure Chest: Panacea Bottle ×2
Treasure Chest: Jet-Black Feather ×7"
Return to Chest: Seal Charm ×1

Flowchart & Map

START

1 ▶ P.197

2 Battle: Automatically move to the Great Cavern and defeat the nameless mutant BOSS 1

Title: The One Who Thwarts the King's Plan

3 From the world map, go to Karaha Shāru

4 Automatically move to the lord's manor entrance

5 Talk to Crane and choose "Yes"

6 Automatically move to the lord's manor guest room

7 At the lord's mansion entrance, talk with Crane and select "Yes"

Mira and Elise leave the party/ Jude, Alvin, and Rowen leave the party

8 Approach Mira and the others in the central plaza

9 Go to the lord's ma

10 Go to Taras Road

To Taras Road ▶ P.200

Battle: At the central plaza, fight La Sugar Heavy Soldier

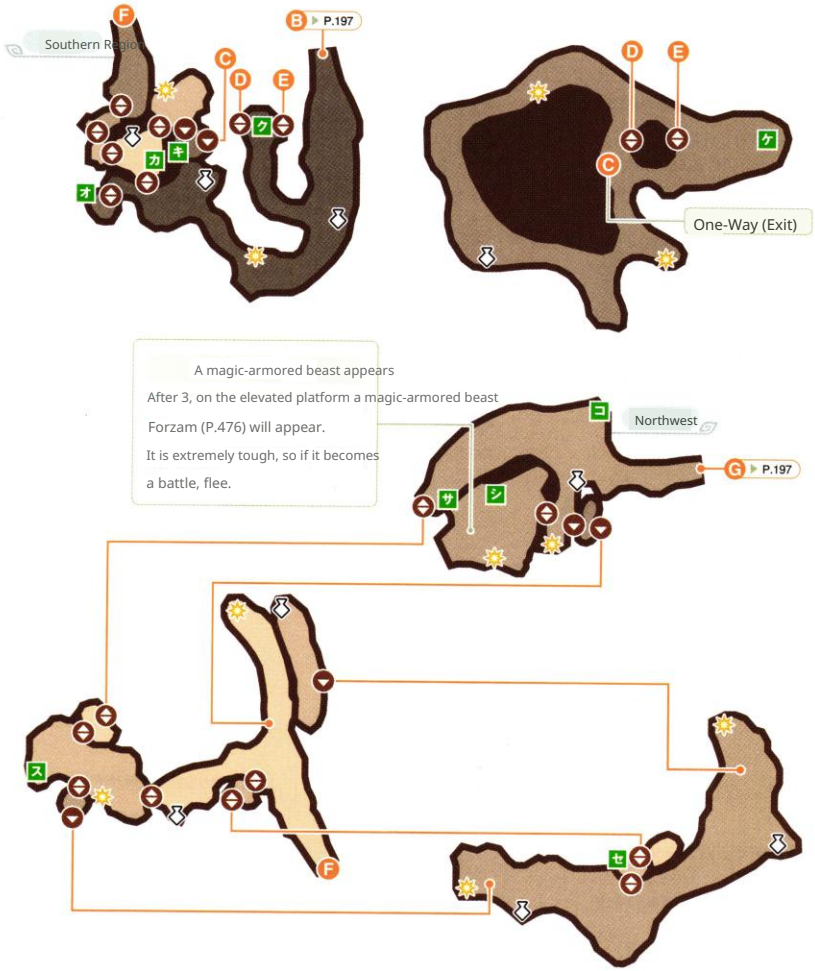
8 (P.483) La Sugar Swordsman (P.483)

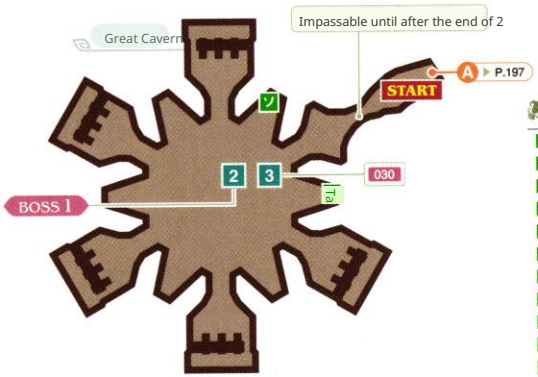
After the battle, automatically move to Gandara Fortress

Party: Elise joins as a companion

Item: Obtain Mira's Pendant

To Gandara Fortress ▶ P.208



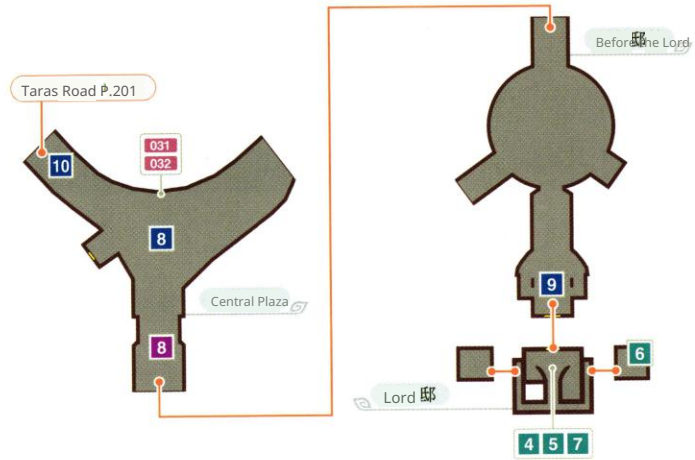


Obtained item data

Treasure	Skullcap ×1
Treasure chest	Silver Hat ×1
Treasure chest	Wind Mantle ×1
Treasure chest	Potato Salad (Regular) ×1
Treasure chest	Orange Gummi ×2
Treasure chest	Celebrity Ribbon ×1
Treasure chest	Elixir ×2
Treasure chest	1000 Gald
Treasure chest	Yellow-colored Pompon ×5
Treasure chest	Lavender ×1
Treasure chest	Mixed Gummy ×3
Treasure chest	5000 Gald

Karaha Shaal

Details P.192



BOSS 1 The charm that causes allied units to be wiped out is the greatest threat

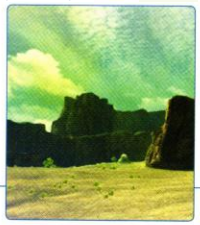
Receiving the enemy magic "Bright Bell" or "Angel Light" can so metimes cause you to become charmed. In this state, you will att ack your allies on your own, and in the worst case there is a risk of total annihilation. It is advisable to set the auto-item option in advance to use a "Panacea Bottle" when you become affected by any status abnormality.

When attacking from our side, use earth-attribute resonance skills like "Genbu-Scatter" or "Quake Ra ider" to exploit their weaknesses.

Nameless Mutant ▶ P.472

Lv.	16
Copper Body	4
HP	20000
Element	Fire Water Wind 地 光 闇
Drops	Winged Boots (100%)/ Earth Mantle (100%)
Stealable	-

Being hit by "Poi sonsnow" will po ison you. Heal im mediately.



Talas Road

Clain was struck down by an arrow fired by La Shugar soldiers, and at the same time the La Shugar army invaded Karah
To rescue Mira, who was captured in the town, Jude heads for Gandara Fortress.

Recommended L. Lv. Event List: Fortress Infiltration

[Enemy] Battle while avoiding the Landotrent's upward thrusts

Among the enemies appearing on this road, the Landotrent stands out in strength. In particular, the Trents' signature long tendrils are followed by a powerful attack where they drive them into the ground and then burst upward from the earth. This upward thrust has a wide attack range.

If hit, you will be violently knocked back. Being knocked back repeatedly makes it difficult to attack or heal, so be careful not to stand in front of the Sandot Trent,

Always keep moving while fighting.

Get behind them. Y
ou can't fight properly if you'
re on the flank or in front during freerun.

Because Elise is absent, there is no healer
I want to finish it q
uickly. There's a lack of stages. Use resonance arts to finish quickly

Enemies that appear

Skeleton ▶ P.467
Strange Lv. 15 HP 4900
Attribute 火 水 風 地 光 闇

Pritachigare ▶ P.468
Magic Lv. 15 HP 2850
Attribute 火 水 風 地 光 闇

Landō Chunchun ▶ P.485
③ Techniques Lv. 14 HP 2840
Element 火 Water 風 地 光 闇

Landō Trent ▶ P.485
Power Lv. 16 HP 6800
Attribute 火 Water 風 Earth (light) 闇

Flowchart & Map

START

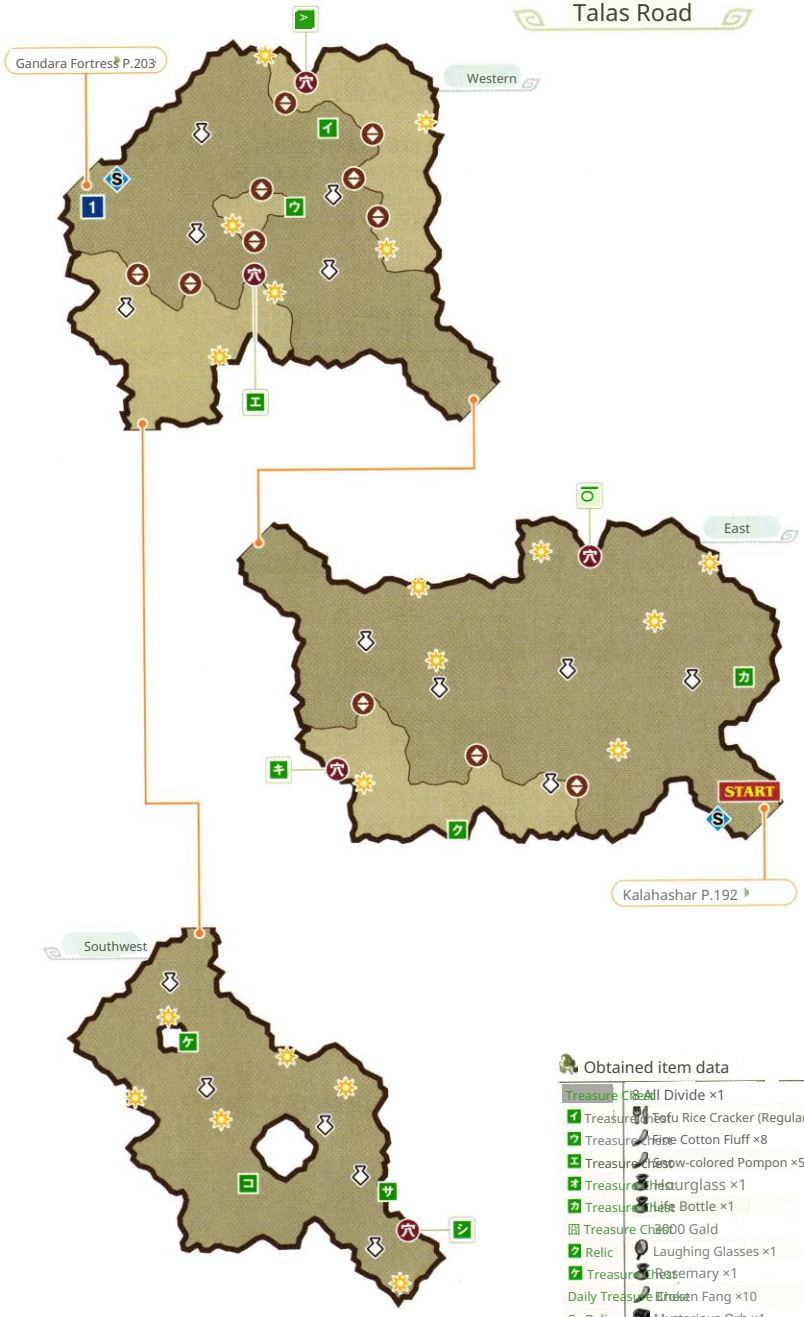
1 Go to Gandara Fortress

To Gandara Fortress ▶ P.203

Random Treasures on Taras Highway

Exploration Point		Exploration Bag	
Broken Fang ×2–4	18%	Broken Fang ×3–8	18%
Hard Scale ×2–4	18%	600–900 Gald	18%
Fine Down ×2–4	14%	Poison Needle ×3–8	16%
Poison Needle ×2–4	14%	Jet-Black Feather ×2–6	14%
Sand Gold ×2–4	10%	Herb ×3–8	14%
Herb ×2–4	10%	Snow-colored Pompon ×2–6	12%
Jet-Black Feather ×1–3	8%	1200–1800 Gald	8%
Snow-Colored Pompon ×1–2	8%		

Talas Road



Obtained item data

Treasure Chest	Wall Divide ×1
Treasure Chest	Tofu Rice Cracker (Regular) ×1
Treasure Chest	Fine Cotton Fluff ×8
Treasure Chest	Snow-colored Pompon ×5
Treasure Chest	Hourglass ×1
Treasure Chest	Life Bottle ×1
Treasure Chest	2000 Gald
Relic	Laughing Glasses ×1
Treasure Chest	Rosemary ×1
Daily Treasure Chest	Golden Fang ×10
Sa Relic	Mysterious Orb ×1
Illustration Treasure Chest	Black Feather ×7

| Common Dungeon

Gandara Fortress

Upon arriving at the fortress, Jude and his party succeed in infiltrating the interior with the help of an insider. Meanwhile, Milla, detained by the army, attempts to escape the fortress on her own.

Recommended L.Lv. 18 Event List: Fortress Infiltration / Fortress Escape ~ Reunion and Trial

Guide Solve the mechanisms as you conquer the fortress

In Gandara Fortress, Jude's and Milla's routes differ in their respective chapters. The fortress layout is almost symmetrical between the north and south, with Jude mainly progressing through the northern area and Milla mainly through the southern area. The fortress is also characterized by a four-layer structure connected by elevators. Each floor has storage rooms containing puzzle mechanisms involving boxes; by solving these you can advance further or open treasure chests.

The order you go in is important. It may turn out that you need a key to open the doors on each floor.

Triggered Sub-Events P.333

Period	Event Name	Location	Overview	Reward
1 Later	033 Thibault's Recovery	Karahashaal Lord's Estate Entrance	When you speak with Elise at the lord's manor, you learn that she and Tipo are living cheerfully. Entering the private room, you can see Drossel trying to overcome the sorrow of having lost her brother.	—
	1034 Crane and Drossel	Karah-Shaal Lord's Estate Private Room		—

Event long chat occurs P.489

Period	Chat Name
After arrival	MAIN The Fear of the Magic Ring
1 Later	MAIN The Three Captured
	MAIN If Thibo isn't here...
3 After	MAIN Jude's Hometown
	MAIN Everyone by now...
1 Later	MAIN Conductor

Occurrence short chat P.495

Period	Content	Conditions
1 After	[Roh] The fortress, the main corridor...	Stay inside Gandara Fortress for more than 1 minute
2 later	[Jue] Move this box~	Approach the box on the 3rd floor of Warehouse No.03, Upper North
1 After	[Ju] Encounters and farewells~	Leave the inn in Karaha Shaal
Upon arrival	Eritibo... where~	Proceed through the upper south layer of Gandara Fortress
1 After	[Eri] Tippo~...	Stay inside Gandara Fortress for more than 3 minutes
2 later	[Mira] Hm, this box is~	Approach the box on the 3rd floor of Warehouse No. 02 in the upper s
15 later	[Ju] Your foot... are you okay?	Proceed through the northeastern part of Samangan Road
	[Milla] Heh... somehow~]	Proceed through the northeastern part of Samangan Road

Enemy When Milla acts alone, fight cautiously.

In Jude's chapter, the La Shugal magic soldiers who rely heavily on spells are troublesome. If you link with Rowen, you can focus on attacking without worrying about their magic, so it's recommended. Also, in Milla's chapter, Milla will act alone. At most two enemies appear, but since you'll have to rely on items for healing, don't overextend—consider retreating when necessary. Carry plenty of items and cooked food.

When fighting as a pair, make use of Freelan to avoid being surrounded by enemies Act so as to behave.

Enemies that appear

Golem ▶ P.463

① Guard | Lv. 15 | HP 6200

Element: 火 | Wat | 風 | 地 | 光 | 闇

Soldier Boar ▶ P.469

Power | Lv. 15 | HP 3900

Element: 火 | 水 | 風 | Earth | 光 | 闇

La Shugar Heavy Infantry ▶ P.483

⑩ Guard | Lv. 14 | HP 3655

Element: 火 | Water | 風 | Earth | 光 | 闇

Golem Shade ▶ P.463

Strange | Lv. 15 | HP 3400

Element: 火 | Water | 風 | Earth | 光 | 闇

La Shugar Swordsman ▶ P.483

Technique | Lv. 14 | HP 3000

Attribute: 火 | Water | 風 | Earth | 光 | 闇

La Shugar Magic Infantry ▶ P.484

Magic | Lv. 14 | HP 2674

Attribute: Fire | 水 | 風 | Chiguetig | 闇

Flowchart & Map

START

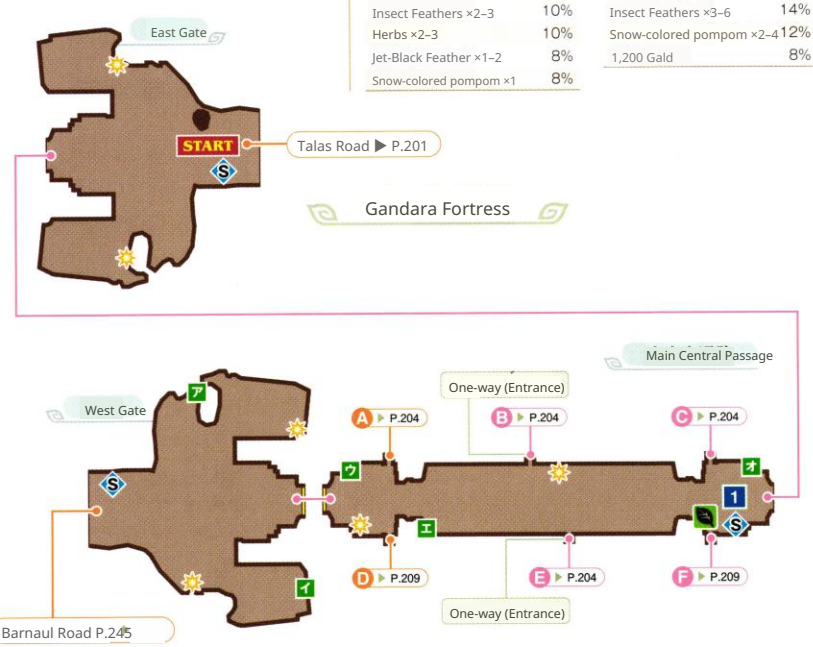
1 Automatically move to the central main passage

Item Obtain Elevator Key

To P.204

Gandara Fortress Random Treasure

Exploration Point		Exploration Bag	
2–3 Broken Fangs	18%	600 Gald	18%
High-quality down fluff ×2–3	18%	High-quality Cotton Wool ×3–5	18%
Gold Sand ×2–3	14%	Gold Sand ×3–6	16%
Poison Needle ×2–3	14%	Jet-Black Feather ×2–4	14%
Insect Feathers ×2–3	10%	Insect Feathers ×3–6	14%
Herbs ×2–3	10%	Snow-colored pompon ×2–4	12%
Jet-Black Feather ×1–2	8%	1,200 Gald	8%
Snow-colored pompon ×1	8%		



Obtained Item Data

Treasure Chest Elixir ×1

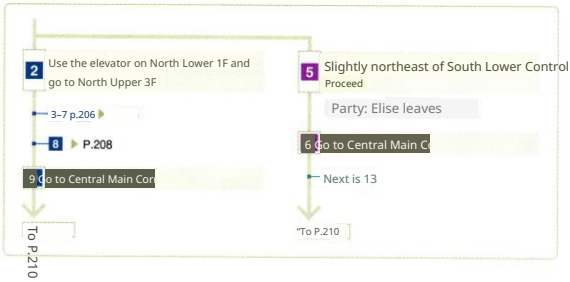
1 Treasure Chest Omega Elixir ×1

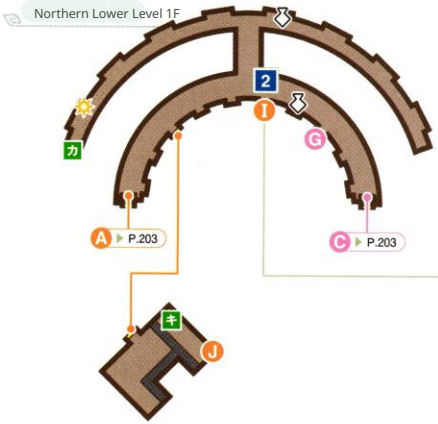
Holy Bottle ×2

Day Treasure 4000 gald

Treasure Chest Mix Gummies ×2

How to read the icons ... 16 "Gandara Fortress Assault" (P.350) Passable after it begins


2 Use the elevator on North Lower 1F and go to North Upper 3F
3–7 p.206
8 P.208
9 Go to Central Main Cor
To P.210
5 Slightly northeast of South Lower Control Room 01
Proceed
Party: Elise leaves
6 Go to Central Main C
Next is 13
To P.210



Use elevators to change floors The fortress has one elevator each in the north and south, allowing movement from lower B1 to upper 3F. However, both require the "Elevator Key" to operate.

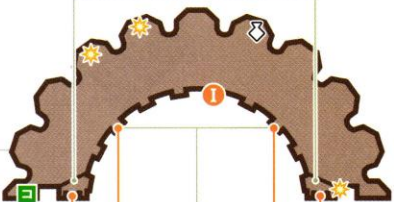
How to Read Icons A ..... 116 "Gandara Fortress Assault" (P.350) Accessible after the battle begins

Pe[9]ab[6] only when marked with ※.

Lifts can also be used inside t he warehouse Warehouses on e ach floor often have lifts installe d. Using them allows you to mov e between levels within the ware house. You can also place boxes on the lift to transport them.

Climb onto containers to open c hests You can climb containers in the room if they are one level hig h. First climb up one level here, th en climb further from there to op en the chest.

16 "Gandara Fortress Assault" disappears after the start (P.350)



From inside the storage room Door that can be opened

■ Obtained Item Data

Treasure Chest	French Toast (Normal) ×1
Treasure Chest	2500 Gald
Treasure Chest	Jet-black Feathers
Treasure Chest	All Divide ×1
Treasure Chest	Blue Chamomile ×1

Flowchart & Map

Box in Warehouse No. 03 on the Upper North
Move 3 and go north from the v[illegible]t — Che
Go to Section Upper Level, Warehouse No. 04

4 Use the lift to go to the 3rd floor

From the ventilation shaft to the northern

Combat North Warehouse Warehouse No. 05
At 6, defeat La Shugar Heavy Infantry Captain and 2 La Shugar Heavy Infantry (Check 2)
Defeat 2 La Shugar Heavy Infantry

Item Obtained: Control Room Key

7 Use the elevator on Northern Upper Level 3F to go to Northern Lower Level 1F

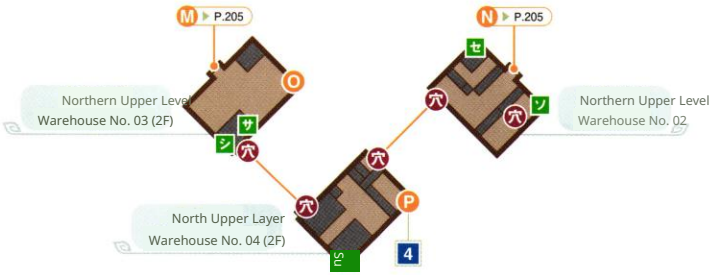
Go to P.208

Head to Southern Lower Level 1F

7 Descend to the Northern Lower L
evel 1F (P.204), then exit from there.
After that, go straight ahead and pass through point ①.

116 "Gandara Fortress Assault"
(P.350) Disappears after starting

From inside the storage room
Door that can be opened



Check 2 Break their guard with "Breaker"

Both the La Shugar Heavy Soldier Captain and the La Shugar Heavy Soldiers fought here are guard-type. Reckless attacks won't deal much damage, so link with Alvin and activate "Breaker".

La Shugar Heavy Soldier ×2
P.483

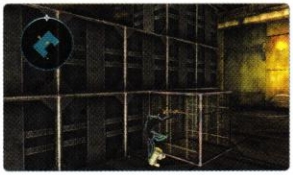
La Shugar Heavy Soldier Captain
P.483

Obtained item data

Sa Treasure Chest	1500 Gald
Treasure Chest	Saw-Colored Bonbon ×5
Treasure Chest	Elite Boots ×1
Treasure Chest	Sprint Mail ×1
Treasure Chest	2000 Gald
1 Treasure Chest	Silver Helm ×1
Chi Treasure Chest	Life Bottle ×2

Check I Use movable boxes to progress through the warehouse

In the warehouse, using movable boxes as footholds lets you open treasure chests on top of containers or move to the adjacent warehouse through ventilation ducts. In Jude's chapter you need to advance past Northern Upper Area Warehouse No. 03, so please refer to the steps below. In the other two warehouses, moving boxes will open treasure chests, so give them a try.



You can climb onto a box with the button, and while holding the button you can grab and push or pull it.

How to proceed in Northern Upper Area Warehouse No. 03

1. Move the box to the next room
2. Use the box as a foothold to climb onto the container, then jump down to 2F
3. Take the lift to the 3rd floor
4. Place the box on the lift and go to the 2nd floor
5. Move the box to the indicated position and use it as a foothold to climb onto the container. After opening the Sa, go to Warehouse No. 04 through the vent (hole)

• How to progress in Northern Upper Layer Warehouse No. 04

1. Take the lift to the 3rd floor
2. Place the box on the lift and go to the 2nd floor
3. Move the box to the indicated position and drop the box down
4. Move the box to the indicated position and use it as a foothold to open the sun top of the container
5. Move the box to the indicated position and use it as a foothold to climb onto the container, then go to Warehouse No. 02 through th

• How to open the treasure chest in Northern Upper Layer Warehouse No. 02

1. Move the box to the designated position, use it as a foothold, and climb onto the container
2. Move the box to the turning position and open the picture located ins Open the picture located inside
3. Move the box to the turning position, then push the box and drop it
4. Move the box to the turning position and step on it Set to 4 places and open the chest on top of the container

How to Read the Icons: .....Initial positions of movable boxes .....Positions to move the boxes to

Flowchart & Map

START

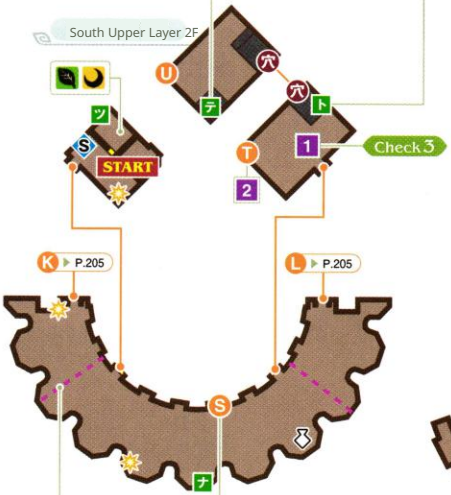
8 Combat Enter the South Lower Layer, Control R...
Defeat 2 La Shugar Heavy Soldiers
Party: Elise joins

[Combat] In the South Upper Layer, Warehouse 02 Defeat the La Shugar Special Heavy Soldier at point 1 — Check 3
Item Obtained: Control Room Key
Use the lift to go to 3F
3 [Combat] In the South Upper Layer, Warehouse 04, defeat the La Shugar Special Heavy Soldier
Item Obtain Elevator Key
In the South Upper Layer 3F, use Elevator 4 to go to South Lower Layer 1F — Check 4

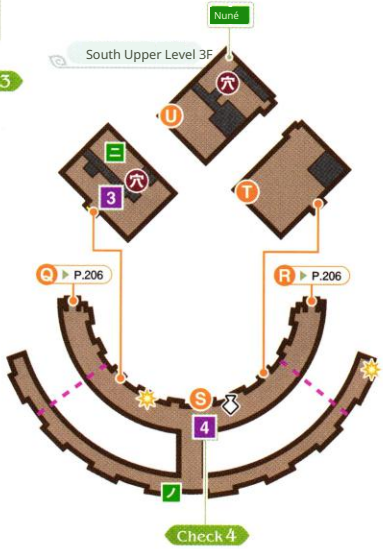
To P.204
To P.204

Move the box using the lift To open the treasure chests in Wareh ouse 02 and Warehouse 03 of the South Upper Layer, bring the box l ocated on 3F down to 2F with the li ft. Then use the box as a foothold t o climb onto the container.

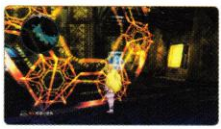
South Upper Layer 2F



Nuné
South Upper Level 3F



Mira cannot pass through c ursed barriers Throughout Ganda ra Fortress there are walls of light called cursed barriers. Mira cann ot pass through them, so her mo vement range is limited.



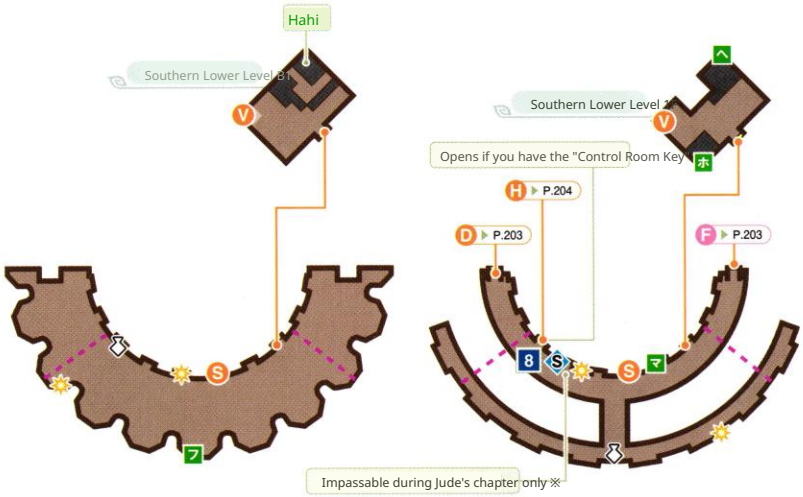
Moves if you have t he "Elevator Key"

Check 3 Keep your distance to avoid spear attack s La Shughal Special Heavy Troopers use wide-s winging spear attacks. To avoid being hit by this a ttack, move far enough away from the enemy and circle to their rear. Then look for the opening afte r their attack and counterattack.

La Shughal Special Heavy Trooper
P.484

How to Read the Icons ...Cursed Barrier (Mira cannot pass)

※: 116 Disappears after the start of the "Gandara Fortress Assault" (P.350).



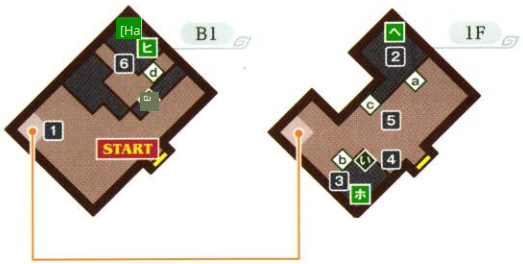
Obtained item data

Toilet	Orange Gummi ×2
Treasure Chest	Mix Gummies ×2
Treasure Chest	Gold Sand ×10
Treasure Chest	Large Sandwich ×1
Sun Treasure Chest	Gold Sand ×10
Nu Treasure Chest	2500 Gald
Sun Treasure Chest	Cat Headband ×1
Treasure Chest	Holy Bottle ×2
Treasure Chest	Long Coat ×1
Return to Chest	5000 Gald
Treasure Chest	Jet-Black Feather ×5
Treasure Chest	Fine Boots ×1
Treasure Chest	Bow-Colored Pompon ×5
Treasure Chest	Lemon Gummy ×2

Check 4 Let's go open the treasure chest in Southern Lower Area Warehouse No. 01

In Mira's chapter, before going to Control Room No. 01 in step 5 (p.204), it is a good idea to go open the treasure chest in Southern Lower Area Warehouse No. 01. Refer to the steps below; by moving two boxes you can open a total of four treasure chests. Note that the lift in the warehouse is initially on B1F, so if you enter from 1F you will not be able to proceed with the steps.

How to open the treasure chests in Southern Lower Area Warehouse No. 01



How to read the icons: Ah..... initial position of movable boxes a····· position to move the boxes to

1 Put a box on the lift and go up to 1F

2 Move the box to the designated position to use it as footing and open the container located above it

3 Move the box to the designated position to use it as footing and open the country located above the container

4 Drop the box under the container

5 Drop the box and the item from the designated position to the 1F

6 Move the box to the designated position and make it footing to use it as footing and open the item located above the container

※16 "Gandara Fortress Assault" (P.350) disappears after starting.

Flowchart & Map

10 Automatically move to Karaha-Schahr Manor front

Party members except Jude leave the party

11 Go to the inn lobby

12 At the manor front, approach the manor gate

13 Automatically move to Samangan Road

Party — Milla becomes a companion/ Jude joins

14 In the southwest, proceed northeast

Items — Obtain Milla's pendant/ Use Milla's pendant

15 Defeat the boar in the northeast

16 [Battle] Go to Samangan Sea Port and defeat Ivar BOSS I

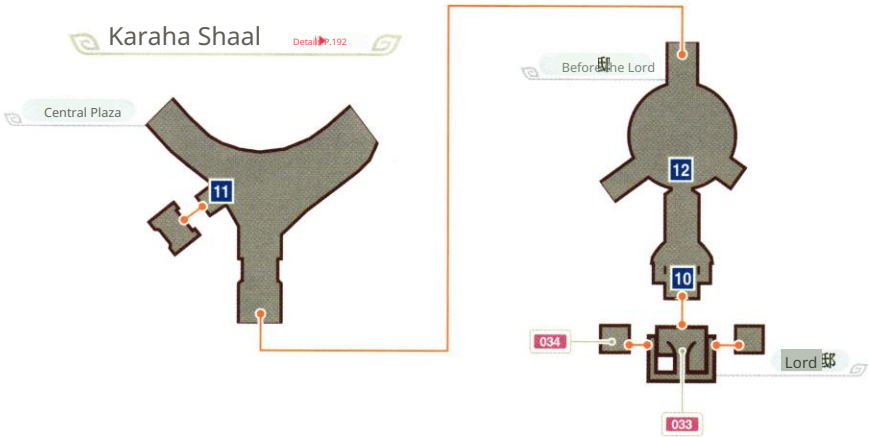
Item Use the key for Krusnik's Spear

Talk to the crew, select "Le Ronde Sea Stop 17, and choose "Yes" to automatically move to Le Ronde

To Le Ronde ▶ P.212

Karaha Shaal

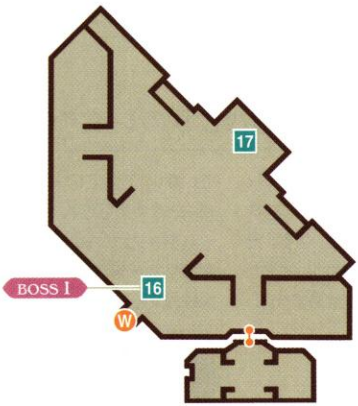
Detail ▶P.192



Samangan Highway

Detail ▶P.186

Samangan Sea Stop Details P.184



BOSS 1 Use "Concentrated Evasion" to get behind Ival

The attack from Ival you need to watch out for mo st is the guard-breaking "Phantom Blade." If you figh t head-on, this move lets him quickly close the dista nce and attack you unilaterally. Use "Concentrated E vasion" to dodge attacks and move to his rear. Antici pate the timing when he will use "Phantom Blade" a nd repeatedly backstep.

Ival (1) P.456

Lv.	17	Steel Body	2
HP	7000		
Attributes	Fire / Wood / Wind / Earth / Light		
Drops	Lavender (100%)		
Can be stolen			

If you evade the "Phantom Blade" with a "Focused Evade," Ival will be t oppled. From the now wide-open rear, unleash a series of consecutive attacks.

After launching Ival into the air with the wind-attribute "Whirlwind Spi n," follow up with another "Whirlwind Spin" to deal heavy damage at once.

The Mining and Seaport Town

Le Rondo

Mira cornered Nahatigarl at the Gandara Fortress, but as a result suffered a severe leg injury.
To have her treated, Jude returned to his hometown where his father runs a clinic.

Recommended L.Lv. 20 Event List: Reunion and Trial ~ Light Shining in the Depths of Darkness

Guide: Childhood friend Leia joins in Jude's hometown

Upon arriving in Le Rondo, first visit the Matis Clinic on Central Street. After obtaining the "Medical Jintex" at the clinic, your next destination will be the Fergana Mine. If you go to the town's northwest exit there, a new ally, Leia, will join. Leia's Lirial Orb has not been developed much

Since you have not, spend all GP at this point and be sure to set your Artes and Skills as well.

In the Felghana Mine, many enemies use earth-based attacks. You should buy the "Earth Mantle" at the accessory shop to reduce earth damage.

Matisse Clinic
The events at the academy differ between Jude's chapter and Mila's

After Leia joins, for a while you'll be fighting alongside only Jude.

Triggered Sub-Events P.333

Period	Event Name	Location	Overview	Reward
After arrival 03	Mineral Collector	Le Rondo Lodgings	The mineral collector at the Roland Inn asks you to bring Room 202 at Roland a "Chunk of Quartz."	Spinning Glasses, 4,200 gald

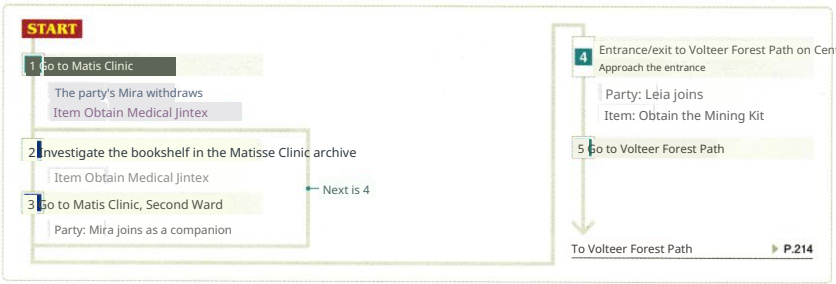
Occurring Long Chat P.489

Period	Chat name
Later	MAIN Urban Life

Occurrence short chat P.495

Time	Content	Conditions
After arrival	Jureia, hey~	Stay in Le Rondo for more than 30 seconds
After 3	[Jurei] it's been a while since I returned!	Stay in Le Rondo for more than 1 minute

Flowchart & Map

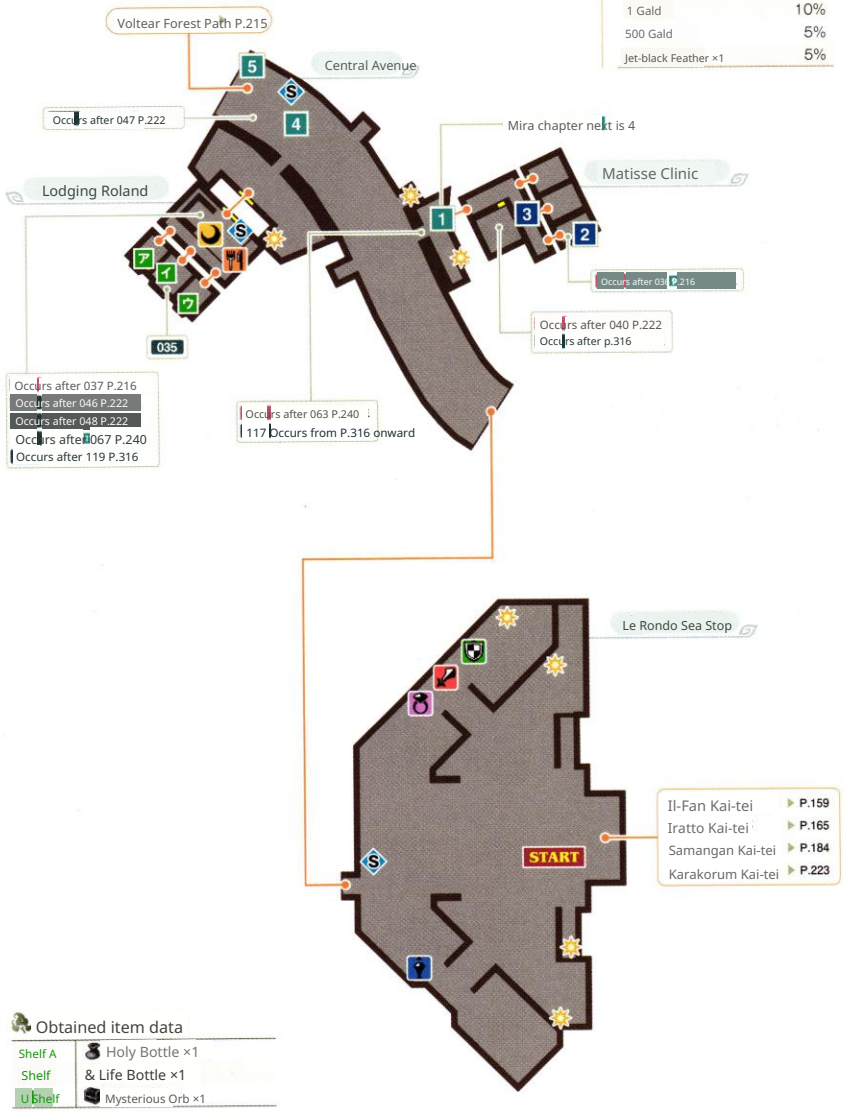

START
1 Go to Matis Clinic
The party's Mira withdraws
Item Obtain Medical Jintex
2 Investigate the bookshelf in the Matisse Clinic archive
Item Obtain Medical Jintex
Next is 4
3 Go to Matis Clinic, Second Ward
Party: Mira joins as a companion
4 Entrance/exit to Volteer Forest Path on Central Street
Approach the entrance
Party: Leia joins
Item: Obtain the Mining Kit
5 Go to Volteer Forest Path
To Volteer Forest Path P.214

Le Rondo's Random Treasure

Exploration Point

Hard Scale ×1	14%
Broken Fang ×1	13%
High-quality Fluff ×1	13%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

Le Rondo



Obtained item data

Shelf A	Holy Bottle ×1
Shelf	& Life Bottle ×1
U Shelf	Mysterious Orb ×1

Common Field

Voltea Forest Path

It was discovered that a "Spirit Fossil" is required to use the "Medical Jinx" (Medical Jintex).
To search for the fossil, the party heads to the Fergana Mine beyond the Volteer Forest Path.

Recommended L.Lv. 20 Event List: Light Shining in the Depths of Darkness

Occurring Long Chat ▶P.489

Period	Chat Name
Upon Arrival	MAIN Leia's Staff Arts MAIN Le Rondo's Impressions

Enemy Don't miss the chanting of the Knight Petit

Enemies to watch out for are the Knight Petit that use "Arrivederci". This spell has a wide attack range, and if cast repeatedly there is a danger that two people can take heavy damage at the same time. When multiple appear, always keep an eye on the whole area.

When a Knight Petit begins chanting, immediately attack to interrupt the chant, or move widely with free run to evade the spell.

If there is no time to run from the spell, use Magic Guard to hold on.

Niwa Niwa extends its arms forward. It's good to approach from the sides or behind.

Enemies that appear

Knight Petit ▶P.471
Magic Lv. 18 HP 2800
Element: Fire Water Wind 地 光 闇

NiwaNiwa ▶P.472
Strange Lv. 18 HP 3500
Attribute 火 Water 風 Earth 光 闇

PiyoPiyo ▶P.474
??? Strange Lv. 17 HP 2600
Attribute: Fire 水 風 Earth 光 闇

Maxi Cat ▶P.480
Speed Lv. 18 HP 3200
Element 火 水 風 地 光 闇

Flowchart & Map

START

1 Go to Fergana Mine

To Fergana Mine ▶P.217

Random Treasures of Voltear Forest Path

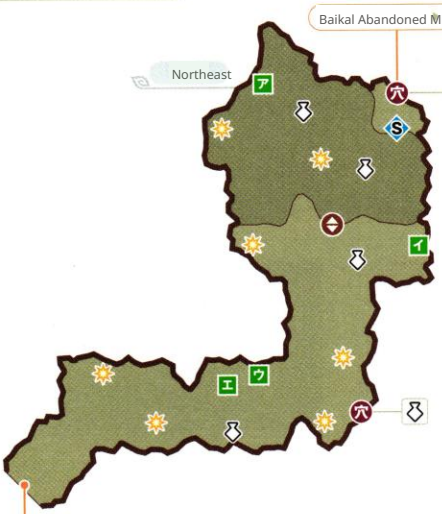
Exploration Point

Gold Sand ×2–3	18%
Poison Needle ×2–3	18%
Insect Feathers ×2–3	14%
Herbs ×2–3	14%
Crown Feather ×2–3	10%
Fur ×2–3	10%
Jet-Black Feather ×1–2	8%
Snow-colored pompom ×1	8%

Exploration Bag

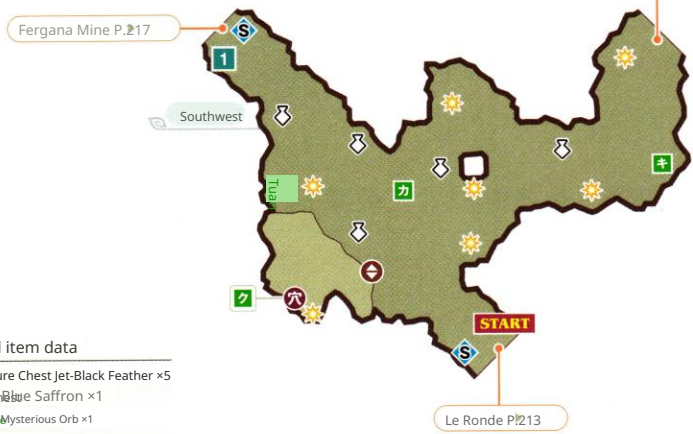
700 Gald	18%
Gold Sand ×3–6	18%
Insect Feathers ×3–6	16%
Crown Feather ×3–6	14%
Jet-Black Feather ×2–4	14%
Dangerous Liquid ×2–4	12%
1,400 Gald	8%

Voltea Forest Path



Explore the abandoned mine later

You can go to the Baikal Ruin Mine from this hole. The ruin mine has many treasure chests, but the enemies are extremely strong. You better not go there now.



Le Ronde P.213

Obtained item data

Ancient Treasure Chest Jet-Black Feather ×5
Treasure Chest Blue Saffron ×1
U Secret Treasure Chest Mysterious Orb ×1
Treasure Chest Herbal Medicine x10
Relic Half-Frame Glasses ×1
Treasure Chest Lemon Gummy ×1
Treasure Chest Chocolate Parfait (Regular) ×1
Treasure Chest Sheep's Mantle ×1

Fergana Mine

Jude and the others arrived at the mine with Mira in a wheelchair. Contrary to Jude's concern for Leia's safety, she herself is determined and full of zeal to find the "Spirit Fossil."

Recommended L. Lv. 21 Event List: Light Shining in the Depths of Darkness ~ One's Actions, Their Responsibility

Guide: Use the mining set to clear the path and proceed deeper

The mine, with its many narrow passages, is blocked by rocks in several places. These can be broken with a pickaxe to allow fu rther progress. When you approach a breakable wall or rock, "Di g" will be displayed, so repeatedly press the button Gather your strength and swing the pickaxe down. The more ti mes you repeatedly press, the fewer digs you'll need.

If you break the rock in the passage, "Quartz You can obtain mater ials such as "chunks".

Triggered Sub-Events → P.333

Period	Event Name	Location	Overview	Reward
After recovery	036 Mira and the Book	Le Rond Mathis Treatment Clinic Archive	This occurs when entering the archive room. It is an event in which Mira rummages throug bookshelf.	—
11 Aft	037 The Disappeared Leia	Le Rondo Lodging Roland	If you speak to Sonia, she will tell you th at Leia is absent.	Fruit Yakisoba · Special

Long event chat occurs → P.489

Period	Chat Name
1 After	MAIN No need to worry

Occurrence short chat → P.495

Period	Content	Conditions
② After	[Rei] Mira, are you okay?	Stay in Fergana Mine for more than 1 minute
	[Ju] An earthquake!?	The first earthquake occurs in Fergana Mine
3 Later	[Rei] Another earthquake...?	The second earthquake occurs in Fergana Mine
11 Later	[Ju] She left without a word	After regrouping with Loen and the others in Le Rondo, leave the inn
	[Ju] Reia, where are you going	Stay in Le Rondo for more than 3 minutes

Enemy Use "Maki Ku Sen" and "Sansanka" appropriately

Of the four enemy types that appear in the mine, only the Bat i s weak to earth attribute; the other three are weak to wind attribu te. Use "Sansanka" against Bats and "Maki Ku Sen" against the other monsters.

Both techniques can be used by Jude and Reia, and the t wo can also trigger a Resonance Technique together, m aking battles very manageable.

Enemies that appear

Bat ▶ P.473
Speed Lv. 18 HP 2700
Attribute: 火 水 風 Earth 光 闇

Mineskeleton ▶ P.480
?Strange Lv. 20 HP 6000
Attribute 火 水 風 地 光 闇

Rock Spirits ▶ P.486
① Magic Lv. 19 HP 3300
Attribute: Fire 水 風 Earth 光 闇

Worm Shade ▶ P.486
Strange Lv. 19 HP 4000
Element 火 水 風 Earth 光 闇

START

1 Proceed northwest in Mir

2 Break the rocks to create a path

3 Go to Mining Area 4

[To P.218]

Random Treasure of Fergana Mine

Exploration Point

Sand Gold ×2–4	18%
Herb ×2–4	18%
Fur ×2–4	14%
Insect Wing ×2–4	14%
Huge Shell ×2–4	10%
Crown Feather ×2–4	10%
Jet-Black Feather ×1–3	8%
Snow-Colored Pompon ×1–2	8%

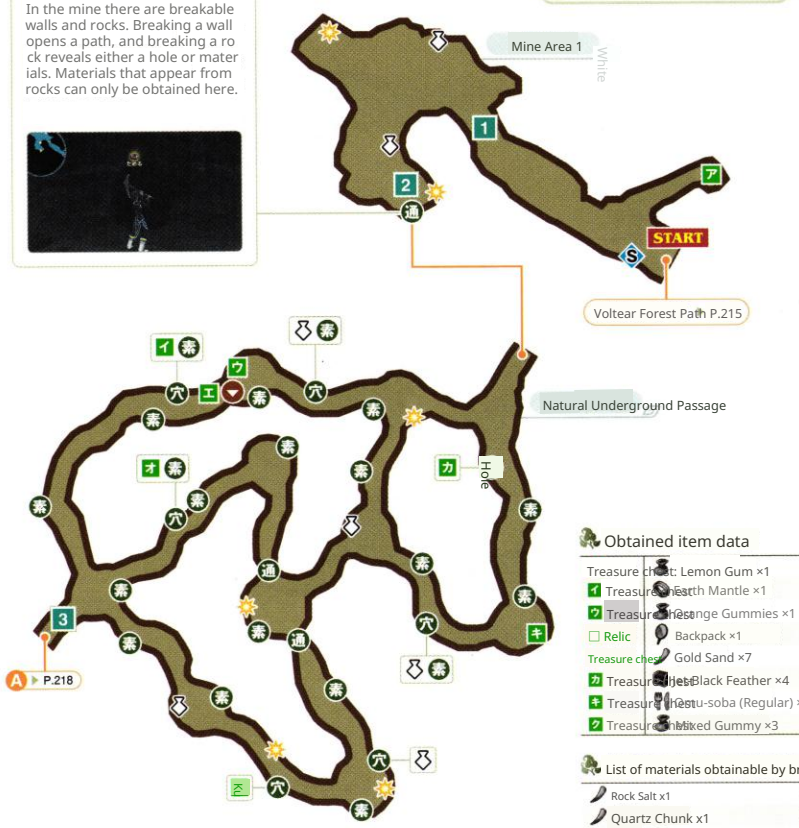
Exploration Bag

700–1050 gald	18%
Herb ×3–8	18%
Fur ×3–8	16%
Huge Shell ×3–8	14%
Jet-Black Feather ×2–6	14%
Dangerous Liquid ×2–6	12%
1,400–2,100 Gald	8%

Break the walls and rocks as you go

In the mine there are breakable walls and rocks. Breaking a wall opens a path, and breaking a ro ck reveals either a hole or mater ials. Materials that appear from rocks can only be obtained here.

Fergana Mine



Obtained item data

Treasure chest: Lemon Gum ×1
Treasure chest: Earth Mantle ×1
Treasure chest: Orange Gummies ×1
Relic: Backpack ×1
Treasure chest: Gold Sand ×7
Treasure chest: Jet-Black Feather ×4
Treasure chest: Tsuu-soba (Regular) ×1
Treasure chest: Mixed Gummy ×3

List of materials obtainable by breaking rocks

Rock Salt ×1	35%
Quartz Chunk ×1	30%
Mudstone ×1	20%
Ancient Insect Fossil ×1	10%
Azurite ×1	5%

How to read the icons: Passage···a wall that, when destroyed, creates a path Hole···Rocks that, when broken, produce holes. Material... Rock spawn points where materials can be obtained

Flowchart & Map

4 Proceed to the dead end in the southeast

5 [Go to the battle monster's l air and defeat the Hammersarm BOSS 1

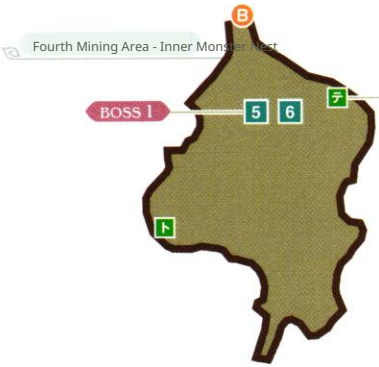
Party member Mira joins (only during battle)

Title The strongest miner, Liese Mac
One who knows Shia

6 From the world map, go to Le Rondo

See p.220

How to read the icons: Passage···a wall that, when destroyed, creates a path Breakable wall that, when broken, produce holes. Material... Rock spawn points where materials can be obtained wh



Don't forget to open the treasure chests

At the place where you fought Hammers Arm, there are two treasure chests. Be sure to open them after the battle.

Obtained item data

Ke Treasure Chest	Safety Helm ×1
Hidden Treasure	5000 Gald
Sa Treasure Chest	Shell Fossil ×10
Trea	Insect Wing ×6
sure	Savoury ×1
Chest T	2500 Gald
reasure Che	Blue Jasmine ×1
st Se Tr	Life Bottle ×1
easure	Apple Gummy ×3
Ches	Sage ×1
t Ma	4000 Gald
デ	
ト	Lemon Gummy ×2

p Treasure Chest Treasure Chest Chi Treasure Chest Map Treasure

BOSS 1 Leap into the enemies' midst and fight

The first battle is fought by Jude and Leia, and the second battle will be a three-person fight with Mira joining. When Mira joins, the menu will open, so restore HP and TP beforehand.

Be careful of the enemy attack that grabs you and slams you down, "Crash Bind." This move has a wide attack range and cannot be blocked even by guarding. However, if you stay close to the opponent you can make it miss, creating an opportunity to counterattack. If an enemy burrows underground, keep guarding in place and close the distance once it fully resurfaces. For "Grand Breath," it's best to dodge by moving around to the side. | Hammersarm (1) p.474

The second Hammersarm has increased attack power. When Jude uses "Healing Skill," dive into a position close to the enemy where their attacks are less likely to hit.

Lv.	22 Steel Body	3	
HP	9000		
Attribute	Fire Water Area Earth	光	闇
Drops	Strong Treat (100%)/ Specific Plus (100%)		
Can be stolen	Safety Charm (75%)		

Hammers Arm (2) P.474

Lv.	22	Copper Body	6
HP	22000		
Attributes	[Fire][Water][Wind] Earth Light Orchid		
Drops	Quick Ring (100%)		
Can be stolen	Steal Check (75%)		

Flowchart & Map

7 Automatically move to Rue Ronde Central Street

8 Talk to Erin and choose "Yes"
Party: Mira joins

9 Go to Le Rondo Harbor
Party: Leia leaves

10 Talk to Erin at Matis Clinic and choose "Yes"

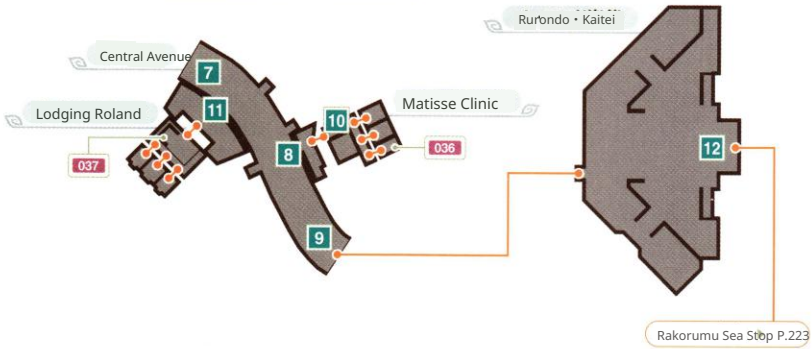
11 Go to the Roland Inn lobby
Party: Elise and Rowen join

12 At Le Rondo Harbor, approaching the crew will automatically move you to Lacorme Harbor

To Lacorme Harbor ▶ P.223

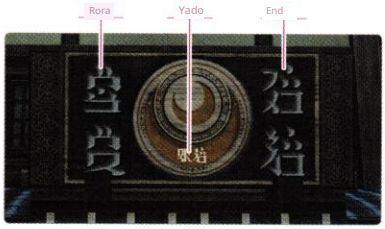
Le Rondo

Details P.213

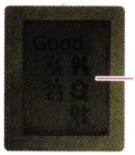


TOPICS Let's Read Riese-Maxesia Script! -PART6-

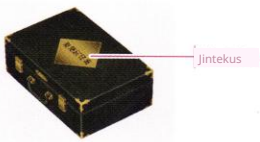
Rurondo Signboard



Noticeboard of Mathis Clinic



The box that contained medical Jinteksu

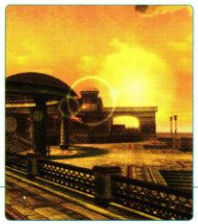


第2部

Jude Chapter | Mira Chapter

Rakorumu Seaport ▶ P.222
Rakorumu Road ▶ P.224
Shan Du ▶ P.227
King's Hunting Ground ▶ P.232
Liberty Cavern ▶ P.234
Mon Plateau ▶ P.238
Kan Balk ▶ P.240
Barnaul Road ▶ P.244
Orda Palace ▶ P.248

Common Town



Lakorumu Seaside Stop

Jude and the others aim for Il Fan, but they heard from Rowen that breaking through the Gandara Fortress is impossible The party does so. Thereupon, the group chooses the route from Azure that passes through the Fayzabad marshlands.

Recommended L.Lv. 24Event List: Unexpected Barrel Contents ~ Liese Maxia's Theory

Guide: Trigger the sub-event before heading to the Lacorum Highway

Upon arriving at Lacorum Seaport, the six companions are together for the first time. Review each character's equipment and skills so they can handle any enemy. Also, At this point, new sub-events will occur in Karaha-Shahr and Le Monde. It's a good idea to return to those towns and complete the sub-events.

Triggered Sub-Events P.333

Period	Event Name	Location	Overview	Reward
	8 Mira's Pendant ①	Lakorumu Seaside Stop	Mira will tell Jude about the pendant she gave him and share her memories of it.	—
	[039 Sister and Younger Sister ①	Lakorumu Seaside Stop	I see sisters quarreling. Mira imagines what it would be like if she had a family.	—
	[040 Alvin and Dirac	Le Rondo Matisse Clinic	Occurs upon entering Matis Clinic. You can overhear a conversation between Alvin and Dirac.	—
	041 Wanted Poster ②	Lakorumu Seaside Stop	Triggered when approaching the bulletin board. It's an event discussing the likeness on the wanted poster.	—
	042 Found Treasure!?	Lakorumu Seaside Stop	Karaha-Sharl: The antique shop in the East Market asks you to deliver a "bargain pot".	Constricting Band, 5000 Gald
Upon Arrival	043 Supreme Topknot Stylist	Lakorumu Seaside Stop	To be recognized by the topknot stylist as a topknot enthusiast, show the "Lord's Chonmage."	Twin Tails
	044 Orange Soup	Karaha-Sharl Central Plaza	An event where you bring "orange soup" to the maid of the Schaar family	Item Ball Plus
	045 Lowen's Glory	In front of the lord.	When you go in front of the mansion northeast of Karaha Shal Lord Manor, a scene unfolds. Jude comforts Roen.	—
	046 Le Ronde Memory ①	Le Ronde Lodging Roland Lobby	This is an event where Sonia scolds Leia for following Jude without permission.	Piyonon
	047 The Old Man's Wish	Le Rondo Central Avenue	An old man in Le Rondo asks you to place the "Old Man's Sake" in the depths of the Fergana Mine	Lapis Lazuli
	[048 Defeat the Thief Gang	Le Ronde Lodging Roland Lobby	The Warlock asks you to defeat the bandits in the Baikal Mine shafts	Tengu Mask
1 After	049 Edge of the World ①	Lakorumu Seaside Stop	Occurs when you go to the west pier. Jude contemplates the edge of the world	—

Trigger long chat p.489

Period	Chat Name
Upon Arrival	MAIN Roen Companion
	MAIN Elise's Will
	MAIN Stowaway Leia
	MAIN Leia's Note
	SUB It might be better to go back for a bit...
	SUB Sunset Sea

Flowchart & Map

START

Party: Alvin, Leia join
Item: Obtained Leia's Memorandum

1 Approach the entrance to Rakorum Road

2 Go to Rakorum Road

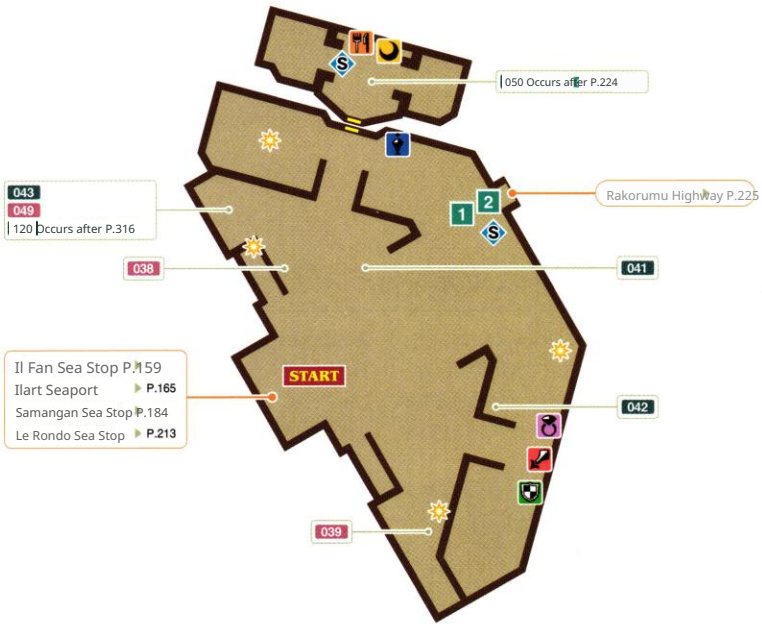
To Rakorum Road ▶ P.225

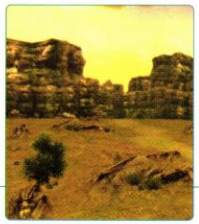
Random treasure at Rakorum Sea Port

Exploration Point

Poison Needle ×1	14%
Gold Dust ×1	13%
Herb ×1	13%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

Lakorumu Seaside Stop





Lakorumu Road

Although Alvin advised Mira to return to Ni-Akeria, she refused, saying she wanted to hurry now. Dr iven by her sense of duty, she presses northward along the Rakorumu Highway.

Recommended Level (Event) 24st Riese Maxia's Reason~ Cliffside Town

Triggered Sub-Events

P.336

Period	Event Name	Location	Overview	Reward
Later	050 Abnormal Spiritual Energy	Rakorumu Sea Stop Inn Lobby	The inn requests that you defeat a monster that appeared on the Rakorum Road, a partner-masked creature.	5400 Gald

Trigger long chat → P.489

Period	Chat Name
Upon Arrival	MAIN Unknown Lands MAIN Medical Jintex Etc. Friendly Alvin SUB Mira's memories...?
1 Later	MAIN Il-Phan Defense Network MAIN Mira is a spirit!? Etc. Pen pal
2 Later	MAIN Angry Ival MAIN In Search of the Wyvern

Trigger short chat

P.495

Timing	Contents	Conditions
After arrival	[Lo] The Lacolm region is~	Proceed to the southwest part of Lacolm Road
	[Al] Looking at the sunset sky~	Remain on Lacolm Road for more than 1 minute
② After	[Ti] Truly a wyver~	Proceed to the northeast part of Lacolm Road

【Enemy】The Skanky that performs unblockable attacks is troublesome

The only enemy on Lacorum Road you need to be wary of is Skanky. This enemy uses a powerful, guard-breaking move cal led "Divide Smell." If four Skankies appear at once, repeated us e of "Divide Smell" can quickly put you in serious danger, so you should always keep everyone's HP high. Ene mies other than Skanky are relatively weak, so link with Leia to actively aim for downs and procee Item d while stealing Ai.

"Divide Smell" is an attack with a wide area of effect, often catching multiple allies.

Steal many materials such as "dangerous liquids" and keep raising the shop's level higher and higher.

Enemies that appear

Skanky P.467

⑥ Technique Lv. 22 HP 3300

Attribute 火 水 風 地 光 闇

Rando-Otaota P.484

Strange Lv. 20 HP 2800

Attribute 火 水 風 地 光 闇

Randōgekogeko P.485

Strange Lv. 21 HP 4000

Element 火 Wa 風 Light Pavilion

Randō Goblin P.485

Technique Lv. 21 HP 2900

Attrib e Fire 水 風 地 光 闇

START

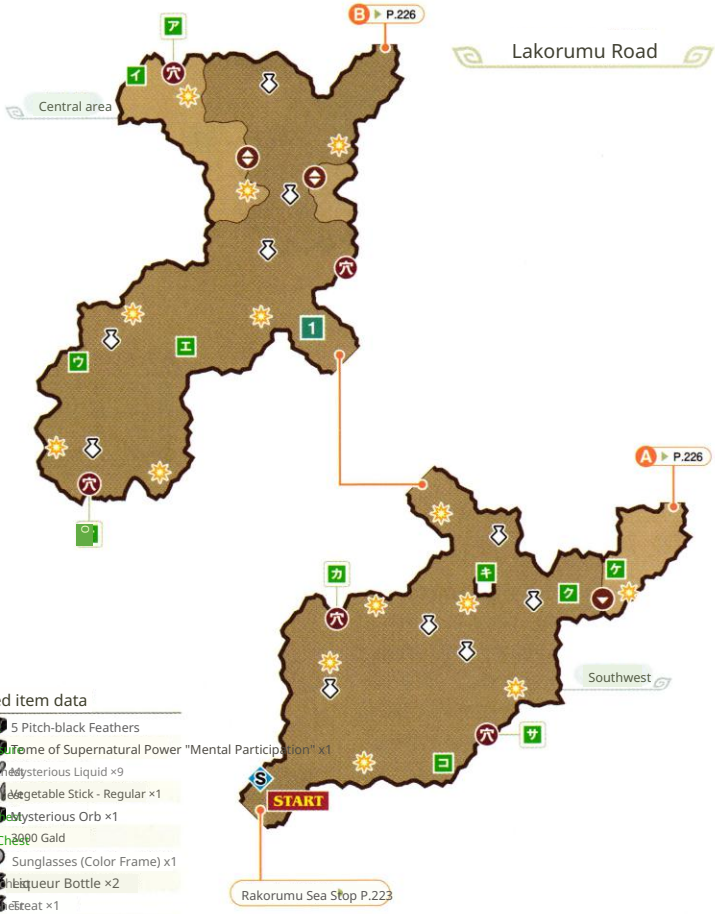
Proceed slightly northwest fro

See p.226

Random Treasure on Lacorm Road

Exploration Point	
Fur ×2–4	18%
Insect Wing ×2–4	18%
Huge Shell ×2–4	14%
Crown Feather ×2–4	14%
Geo Stone ×2–4	10%
Sharp Claw ×2–4	10%
Dangerous Liquid ×1–2	8%
Jet-Black Feather ×1–3	8%

Exploration Bag	
800–1200 Gald	18%
Fur ×3–8	18%
Huge Shell ×3–8	16%
Jet-Black Feather ×2–6	14%
Sharp Claw ×3–8	14%
Dangerous Liquid ×2–6	12%
1600–2400 Gald	8%

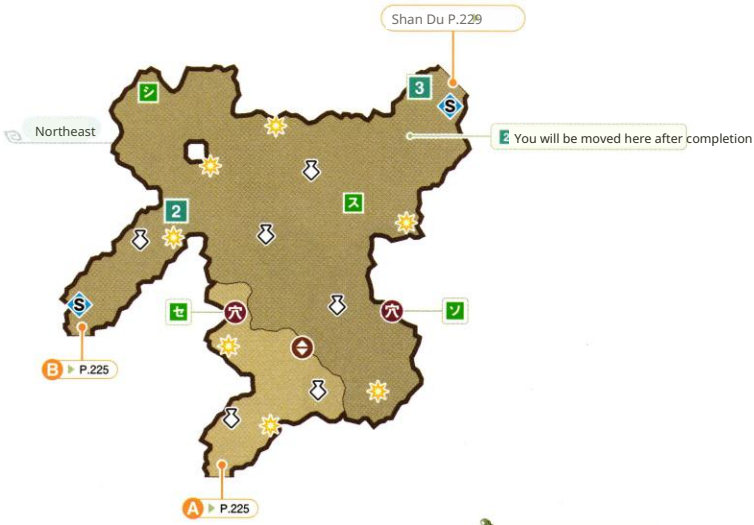


Obtained item data

Treasure Chest: 5 Pitch-black Feathers
Hidden Treasure: Tome of Supernatural Power "Mental Participation" ×1
Treasure Chest: Mysterious Liquid ×9
Treasure Chest: Vegetable Stick - Regular ×1
Treasure Chest: Mysterious Orb ×1
Treasure Chest: 2000 Gald
Relic: Sunglasses (Color Frame) ×1
Treasure Chest: Liqueur Bottle ×2
Treasure Chest: Treat ×1
Sun Treasure Chest: Charm ×1
Treasure Chest: Blue Sage ×1

Flowchart & Map

2 Defeat the Brutal in the northeast during battle BOSS 1
Title: Roadwalker
3 Go to Shan Du
To Shan Du ▶ P.227



Obtained Item Data

- Treasure Chest Life Bottle ×1
- Treasure Chest Tenashia Bottle ×3
- Treasure Chest Rosemary ×1
- Treasure Chest Mysterious Beads

BOSS 1 Create an opening by tripping with "Tumble Bubble"

The Brutal's greatest weapon is its charge. It runs wildly in all directions, knocking down allies. Especially after "Speed Up," its speed increases drastically and it becomes uncontrollable. To stop it, link with Alvin to activate "Breaker," or trip it with Jude's "Tumble Bubble." Once its movement is halted, strike it with water-attribute artes.

Brutal ▶ P.478

Lv.	24
HP	28000
Attribute: Charge	Map
Drops	Link Charm (100%)
	Copper Body 7
Stealable	Link Charm (100%)

Linking with Alvin allows you to connect into a resonant technique. From "Tenkou" you can directly follow up with a

"Dogash" is also powerful. If you see the horn bursting out of the ground, g Guard as soon as it appears.

The sacred land where heroic spirits gather

Shang Du

Having found it difficult to cross the Faizabard marshlands, the party uses wyverns to head to Il Fan from the air. Relying on information obtained from Ibal, they search in Shan Du for a tribe that controls monsters.

Recommended L.Lv. 26 Event List: Cliffside Town ~ Elise's Secret

Guide Prepare to enter the tournament.

To the north of Shandu is an aerial arena, Jude They will participate in the tournament to borrow a wyvern. Since a battle with a boss awaits in the tournament final, make sure to restock healing items and replace equipment beforehand. The boss frequently uses fire-based attacks, so Purchasing a "Flare Mantle" beforehand will give you even greater peace of mind.

Using the ferry in the southeast of the town will take you to the Sogd Wetway. From Sogd Wetway you can return to Ni-Akeria, but the enemies that appear are very strong, so exercise great caution when entering.

There are places you m ove to by Using the largest city. Use the elevator Shan-Du is in A-Jun

The Sogd Wetway will be the destinatio Postpone because it' dangerous. A side event will also occur, but probably, ahead

Triggered Sub-Events P.336

Period	Event Name	Location	Overview	Reward
1 Later	051 Azure: Its History ①	Chant d'Or Central District	Meet history teacher Carla in front of the stone statue adorned with red decorations	–
	052 Wandering Youth	Chant d'Or Central District	At a woman's request near the pier, go to the Sogd Wet Path to call her brother who went there	The Great Tree's Fruit
② After	053 Cause of Spiritual Energy Change ①	Chant d'Or Central District	Hear a geographer's hypothesis about the cause of the change in spiritual energy	–
1 Later	054 Outcome of the Finals	Shan Du Coliseum Between the English Warriors' Chamber	If you talk to the host, you can be told the results of the coliseum finals	–
	055 Poacher Subjug	Shan Du Central District	A woman at the entrance on the King's Hunting Grounds side asks you to subdue the poachers in the King's Hunting Grounds	5,600 Gald

Event long chat occurs P.489

Period	Chat Name
Upon arrival Etc.	Runaway girl
Kunitsu	MAIN A Narrow Escape SUB What about the statue of Shan Du...?
2 Later	MAIN If making a pet.....
After 4	MAIN Tournament
Kunashiri	MAIN Black Box Rank Etc. As expected of a childhood friend

Occurrence short chat P.495

Period	Content	Conditions
Upon Arrival	[Mira] Humans have short lifespans	Have Mira as leader and stay in Shan-Du for over 10 seconds
2 Later	[Tie] No~! The rock is falling~	Stay in Shan-Du for over 1 minute
	[Mira] Monsters and people fight	Have Mira as leader and stay in the Shan-Du arena for over 10 seconds

Flowchart & Map

START

Party: Alvin leaves

1 Proceed a little north

2 Approach the wyvern's cage

Party: Alvin joins

3 ~ 4 ▶ P.230

5 Talk to the innkeeper in the inn lobby
Select "Yes"

Mira, Alvin, Reia
Party leaves / Jude, Ellie
ze, Rowen leave

6 In the central district, cross the brid

6 Proceed southwest in the Central District

7 Go to the arena

Mira, Alvin, Reia
The party joins / Jude, Ellie
ze, and Rowen join

8 ▶ P.230

9 Automatically move to the inn lobby

9 Automatically move to t

10 Move slightly north in the Central District

10 Approach the southeast elevator

11 Go to the center of the bridge

Mira and Alvin join /
Party Jude, Elise Row
En and Leia join

12 Go to the arena

13 ▶ P.230

14 Automatically move to the inn lobby

15 Go to the King's Hunting Grounds

To the King's Hunting Grounds ▶ P.232

Shan Du's Random Treasure

Exploration Point

Gold Dust ×1	14%
Insect Wing ×1	13%
Herb ×1	13%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

Mon Plateau P.239
S
Shang Du
There is no need to visit yet V
isiting Mon Plateau in the story co
mes a little later. The enemies are
somewhat tough, so after checkin
g the exploration points in the Dar
g Underground Passage, turn back.
Dark Underground Passage
A

Take the Ferry to the Arena
The arena is not connected by land to the town's Central District. If you talk to the boatman at the pier, you can go there by ferry. From the second time onward, you can also travel there via the World Map.
Central District
053
Occurs after 093 P.282
Occurs after 093 P.282
7 12
2
B P.230
The King's Hunting Grounds P.238
15
055
051
3F
2F
A
10
11
6
Occurs after 068 P.240
057 P.234 Occurs from thereafter
058 Occurs after p.234
069 Occurs after p.240
9
10
059 Occurs after p.234
Inn
6
Sogd Marsh Path P.385
121 Occurs after p.316
052
070 Occurs after p.240
5 9 14
1
START
Rieberry Rock Hole Passable after (p.236)
Rakorum Road p.226
Obtained item data
Shelf A
Shelf
Shed
Shelf
Liqueur Bottle ×1
Holy Bottle ×1
Dark Bottle ×1
Mysterious Orb ×1

Flowchart & Map

3 Talk to Jurgens at the arena
Battle: Talk to Jurgens
4 Select "Of course" and defeat Ran Chen, D-Goblin ×4
5 ~ 7 P.228
Talk to the battle reception and choose "Yes"
Select 8 and enter the tournament Check 2
Party
Mira and Alvin withdraw/
Everyone except Mira withdraws
9 9 ~ 12 P.228
Battle: Talk to the reception and choose "Yes"
Select 13 and defeat Black Box Warrior 1, Black Box BOSS Warrior 2, Black Box Warrior 3
Party
Alvin Elise withdraws
(before battle)
P.228へ

Try Participating in the Tournament

From the episode at the Riberry Rock Hole onward, you can freely participate in the tournament.

From the Riberry Rock Hole episod
e onward, you will be able to freel
y join the tournament. Winning grants various rewards, so be sure to give it a try.

Check Your skills against Lando Goblins

As a warm-up before participating in the tourna
ment, a battle against four Lando Goblins will occur.
Lando Goblins have low HP and are not a troubleso
me opponent. If you exploit their weakness to Fire,
you should be able to win easily. Lando G
oblin ×4

P.485

After the battle yo
u can fully recover
at the inn, so you c
an fight with all your might without worry

Check 2 Eat food to recover HP and TP during consecutive battles

The main tournament is characterized by consecutive matches from round 1 to 3. To recover HP and TP during consecutive battles, eating dishes such as "Fruit Cheese - Normal" before entering will make it easier to advance.

Enemies from the Resistance Tribe—heavy infantry and magic infantry—use recovery items like "Lemon Gummy" when their HP gets low. If you link with Leia and steal the items the enemy holds, they won't be able to use them, so steal them as soon as the battle begins.

It is ideal to win through . . . . Fill the Resonance Art Gaug e Prepare for the upcoming boss battle.

Opponent in the 1st match

Silva Crab ×3
P.466

Resistance Tribe Heavy Soldier
P.470

Opponent in the 2nd match

Resistant Tribe Sword Captain
P.470

Fanteil ×3
P.476

Opponent in the 3rd battle

Resistance Tribe Magical Soldier
P.470

Harpy ×3
P.472

BOSS 1 Defeat them one at a time with certainty

The three Black Box Warriors each spray fire of the Fire attribute from their black boxes. Because the flame covers a wide area, dodge with free run or be sure to guard. Black Box Warrior 3 uses a powerful move that sprays flames while rotating 360 degrees, so focus attacks and take it down first.

Black Box Warriors can instantly recover HP with items like "Miracle Gummy." If they use it repeatedly, the battle will be greatly prolonged, so link with Leia early and steal the items.

Attacks by the Black Box can, unlike techniques, be blocked with a normal guard.

Enemies use items Attack just before use If you strike, it will be interrupte can be done.

Black Box Warrior 1 P.467

Lv.	25	Steel Body	2
HP	10000		
Element	Fire Water 風 Earth (Light) 闇		
Drops	Rosemary (100%)/ Lemon Gummy (100%)		
Steal-able	Lemon Gummy (70%)		

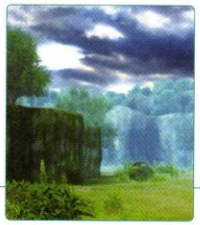
Black Box Warrior 2 P.467

Lv.	25	Copper Body	2
HP	9000		
Element	火 Mizuki Ohoko (Mizuki Ohoko) 闇		
Drops	Basil (100%)/ Banashi-a Bottle (100%)		
Can be stea	Lemon Gummy (70%)		

Black Box Warrior 3 P.467

Lv.	25	Copper Body	2
HP	9500		
Element	Fire [Water][Magic] [Earth][Light] [Edit]		
Drops	Chamomile (100%)/ Life Bottle (100%)		
Stealable	Miracle Gummy (50%)		

| Common Field



King's Hunting Ground

In the chaos of the tournament, Tipo was kidnapped by Arukunoa. Jude and his companions, Chase after Elise and Alvin as they head to the king's hunting grounds to retrieve Tipo.

Recommended L.Lv. 28 Event List: Elise's Secret

Trigger: Short Chat P.495

Timing	Content	Conditions
Upon arrival	[Low] The King's Hunting Ground	Proceed to the southwest of the King's Hunting Ground

Enemy Prioritize defeating harpies that call allies

Harpies use "Call Friends" to summon allies. To prevent battles from dragging on due to repeated use of "Call Friends," prioritize defeating these enemies first. Also, pay attention to Fantail's spinning attack here. Multiple allies can take heavy damage at once, so when multiple Fantails appear, be sure to heal early.

It can also help to retreat. If you're having trouble fighting, flee. Harpies appear one after another

Enemies that appear

Silver Crab P.466
Guard Lv. 26 HP 3500
Attribute: Fire Water 風 雷 光 闇

Harpy P.472
Magic Lv. 26 HP 3900
Attribute Charcoal Fire 風 地 光 闇

Fanteil P.476
Power Lv. 26 HP 4000
Element 雷 Water 風 Earth 光 闇

Purigoku P.478
Magic Lv. 26 HP 3200
Attribute: Fire 水 風 雷 光 闇

Flowchart & Map

START

1 Go to Riberry Rock Hole

To Riberry Rock Hole P.235

Random treasure in the King's Hunting Grounds

Exploration Point

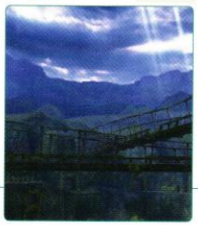
Clawun Feather ×2–4	17%
Fur ×2–4	17%
Huge Shell ×2–4	13%
Geo Stone ×2–4	13%
Sharp Claw ×2–4	9%
Bird of Prey Claw ×2–4	9%
Pink Elephant Tusk ×2–4	8%
Dangerous Liquid ×1–2	7%
Jet-Black Feather ×1–3	7%

Exploration Bag

800–1200 Gald	17%
Crown Feather ×3–8	17%
Geo Stone ×3–8	15%
Jet-Black Feather ×2–6	13%
Bird of Prey Claw ×3–8	13%
Dangerous Liquid ×2–6	11%
Pink Elephant Tusk ×3–8	7%
1600–2400 Gald	7%

Obtained item data

Treasure Chest	Blue Savory ×1
Treasure Chest	4000 gald
Treasure Chest	Mist Gummies ×1
Treasure Chest	Fest ×8
Treasure Chest	Fest ×1
Relic	Mysterious Orb ×1
+ Treasure Chest	Jet-Black Feather ×6
Treasure Chest	Ordinary ×1
Treasure Chest	Bestashii Bottle ×2
Day Treasure Chest	3000 Gald
Treasure Chest	Mind Charm ×1
Treasure Chest	Lavender ×1
Treasure Chest	Specific ×1
Relic	Lord's Topknot ×1
▽ Treasure Chest	Dangerous Liquid ×5



Liberty Cavern

Jude and the others, pursuing Tipo, arrived at the Libery Rock Cavern beyond the king's hunting grounds. At the entrance they found small footprints believed to belong to Elise, and the party began their search.

Recommended L.Lv.30 Event List: Elise's Secret ~ King Azure

Guide Let's go to Section 06 where Elise is.

Liberty Rock Pit has a central area shaped like a four-tiered mortar, with small sections scattered around its perimeter. 3 Elise and Alvin are in Section 06, one layer down from the entrance, so first proceed there. After joining up with the two, it's best to descend further to the lower layer to open the remaining treasure chests.

Triggered Sub-Events P.337

Period	Event Name	Location	Overview	Reward
2 After	056 Laboratory Infilt	Liberty Cavern	Occurs when you reach the lowest level. You can hear about the time Alvin infiltrated the laboratory.	—
	057 Aftereffects	Shang Du Inn Lobby	Occurs when entering the inn. Go to fetch the "Heart Herb" for Mira.	—
5 After	058 A-Jule, Its History ②	Shan Du Inn Lobby	You are told by Kara about the results of the tournament that took place 20 years ago.	—
	059 Mother and Child ①	Shan Du Central District	Occurs when entering a private house in Shandu. It is an event where you meet Alvin's mother.	—
	060 Mira's Pendant ②	Ni Akeria	The children who gave the glass beads have grown up and come to visit Ni-Akeria	—
6 Later	061 Kital Tribe's Elixir	Shan Du Arena — Heroes' Chamber	to meet Mira. Obtain the elixir ingredient "Mysterious Peed." asked to do so	Item Ball Plus
	1062 Arena	Shan Du Arena — Inshi's Chamber	The arena becomes available for use.	See P.354

Occurring Long Chat P.490

Period	Chat Name
2 Later	MAIN Alvin Injured
	MAIN The Stolen Thing
3 After	MAIN Jao Again
5 Later	SUB Rest at the inn

Period	Chat Name
4 Later	SUB Try the Effect at the Inn
	SUB Beauty of Shan Dou
	SUB Alvin's acquaintance's house……?
	Etc. Rules of gambling

Period	Chat Name
6 After	MAIN Shadow of Arcnor
	MAIN Thibault and the Four Great Spirits
	SUB Ni-Akeria Yearning for Home

Occurrence short chat P.495

Period	Content	Conditions
2	Be careful of Ara (AI) later. ~	Stay in the Liberi Rock Pit for more than 1 minute

[Enemy] Avoid being surrounded by Arcnor and others

Here, three types of Arcnor appear, such as Power Sol Arcnor. Arcnor move faster than other enemies and tend to surround you, so be careful. Black box

To avoid being attacked all at once by black boxes or machine guns, use free run to lure them out one by one, isolate them, and then defeat them individually.

Enemies that appear

Eldas ▶ P.459
① Guard | Lv. 27 | HP 6200
Element 火 水 風 地 光 闇

Powersol Arcknoa ▶ P.474
Power | Lv. 27 HP 4400
Attrib : Fire | Water | Earth 光 闇

Heavysol Arcknoa ▶ P.479
③ Technique | Lv. 27 | HP 3800
Attribute 火 水 風 地 光 闇

Mine Plant ▶ P.480
Power | Lv. 27 HP 6500
Attribute Fire 水 Wind Earth 光 闇

Riot Sol Arcknoa ▶ P.482
Speed | Lv. 27 | HP 4200
Attribute Fire 水 風 地 光 闇

Flowchart & Map

START

1 ▶ P.236

2 Exit to the outside from the northwest entrance of Sector 07
Party members Elise and Leia leave

3 Approach Leia and Elise
Party: Elise, Leia join

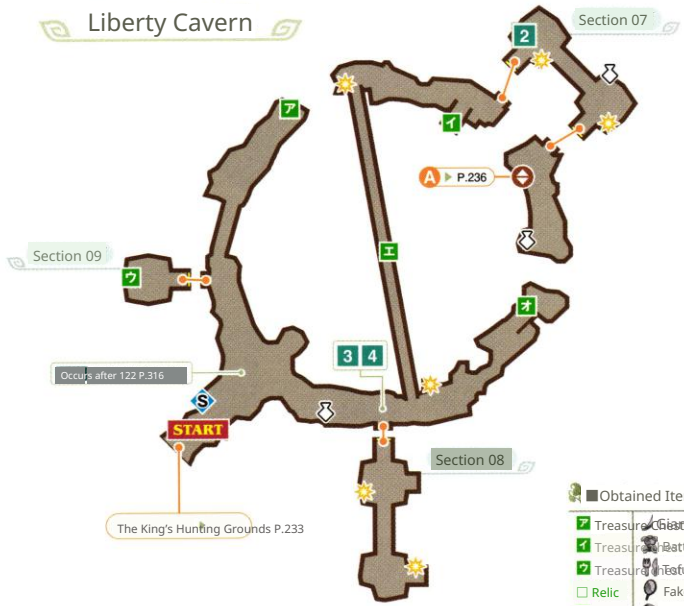
4 Go to Shan-Du from the World Map

To P.236

Random treasure in Liberry Rock Cavity

Exploration Point		Exploration Bag	
Huge Shell ×2–3	18%	900 Gald	18%
Geo Stone ×2–3	18%	Geo Stone ×3–6	18%
Sharp Claw ×2–3	14%	Raptor Claw ×3–6	16%
Raptor Claw ×2–3	14%	Jet-Black Feather ×2–4	14%
Mushroom Powder ×2–3	10%	Pearl ×3–6	14%
Pearl ×2–3	10%	Mysterious Pee-d ×2–4	12%
Jet-Black Feather ×1–2	8%	1800 Gald	8%
Mysterious Pee-d ×1	8%		

Liberty Cavern



■Obtained Item Data

Treasure Chest	Giant Shell ×7
Treasure Chest	Battle Guard ×1
Treasure Chest	Tofu Miso Soup - Regular ×1
Relic	Fake Nose Glasses ×1
Mouth Treasure Chest	Snore Charm ×1

Flowchart & Map

1 Proceed southwest in Section 06

Party: Alvin, Elise join

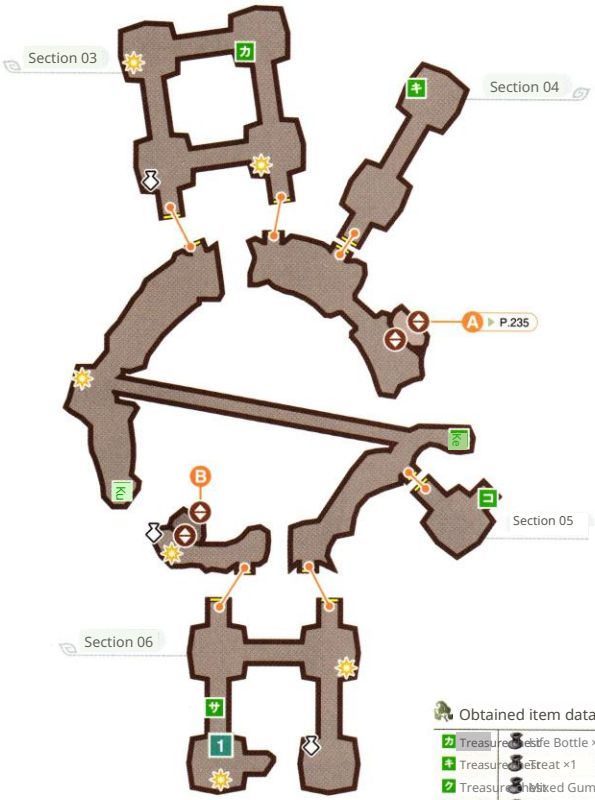
2~4 P.235

5 Automatically move to Shan-du Central District

6 Cross the bridge and proc

7 Go to Mon Plateau

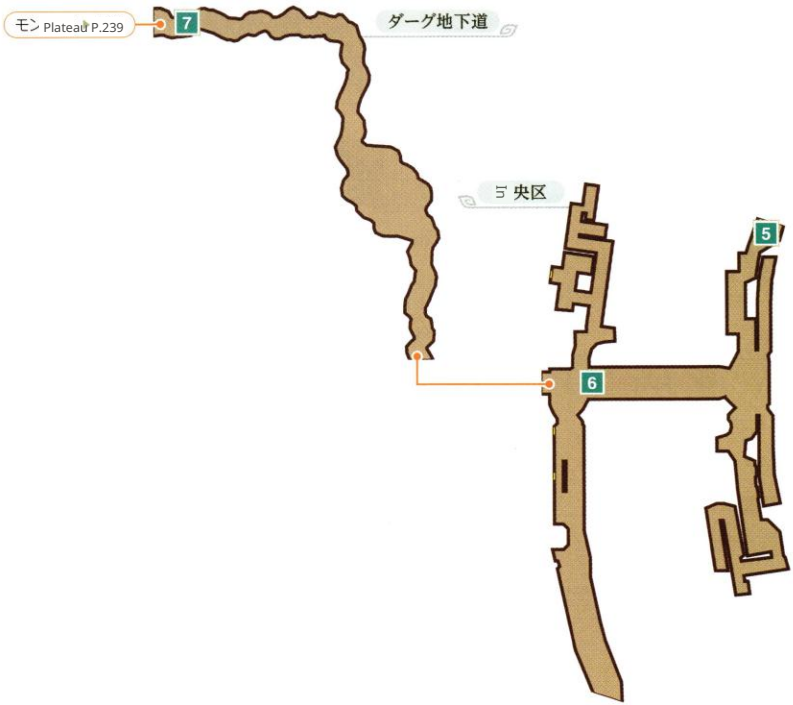
To Mon Plateau P.238



Obtained item data

カ Treasure chest Bottle ×1
キ Treasure chest Treat ×1
ク Treasure chest Mixed Gummy ×1
ケ Treasure chest Liqueur Bottle ×1
コ Treasure chest Haste Basil ×1
Sa Treasure Chest 2000 Gald
シ Secret Treasure Book of Supernatural Power "Healing Experienc
Su Treasure chest Pitch-black Feathers
セ Treasure chest Crown Feather ×10
▽ Treasure chest Verbena ×5
タ Treasure chest Midi Blouse ×1
チ Treasure chest 3000 Gald

シャン・ドゥ 詳細▶ P.229



Mon Plateau

To obtain permission to use the wyvern, Jude and his party requested an audience with King Azur. Th ey pressed northward across the frigid Mon Plateau, hurrying toward the capital Kan-Balk.

Recommended L.Lv. 32 Event List: King Azur

Occurrence short chat P.495

Period	Content	Conditions
Upon arrival, Tiburuburu ·····~		Remain in the Mon Plateau for more than 1 minute

[Enemy] Aim for heavy damage with fire-attribute resonance skills

Among the enemies that appear on the Mon Plate au, the Snow Dragon, which has very high HP, is trou blesome. Link with Alvin to break its guard and explo it its weakness with fire-attribute arts. There are ma ny other enemies weak to fire, so it is recommended to attack using fire-attribute resonance arts combin ed with Mira's "Fireball" and "Burn Spread."

The ice breath the Snow Dragon exha les won't hit you if you move around to its side.

Enemies that appear

Snow Wont P.468

Power Lv. 28 HP 4900

Element 火 水 風 地 光 闇

Snow Dragon P.468

① Guard Lv. 28 HP 8800

Attribute Fire 水 風 地 光 闇

Resistance Tribe Heavy Soldier P.470

① Guard Lv. 28 HP 5000

Element 火 水 風 Earth 光 闇

Resistance Tribe Magical Soldier P.470

Magic Lv. 28 HP 4000

Element 火 水 風 Earth 光 闇

Resistant Tribal Sword Captain P.470

Technique Lv. 28 HP 4200

Attribute 火 水 風 Earth 光 闇

Flowchart & Map

START

1 Go to Kahn Bârk

To Kahn Bârk P.241

Random Treasure on Mon Plateau

Exploration Point

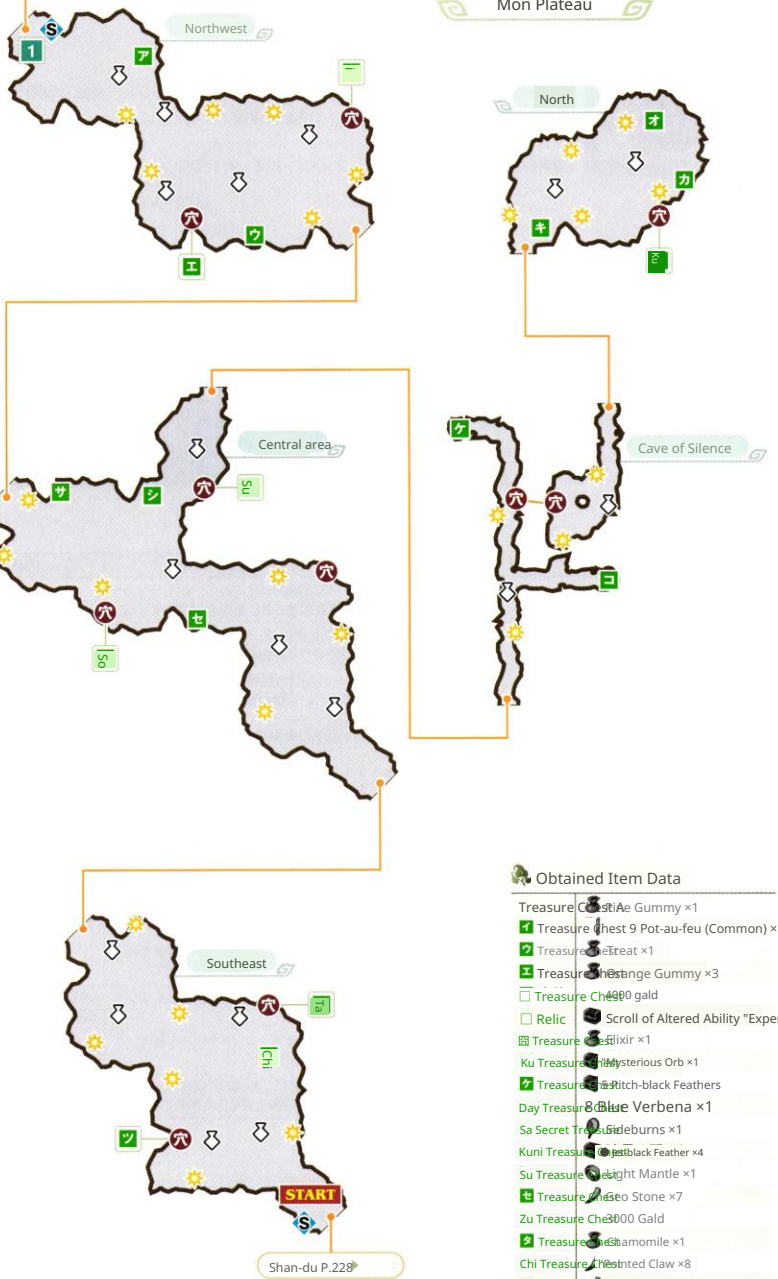
Geo Stone ×2–4	17%
Sharp Claw ×2–4	17%
Mushroom Powder ×2–4	13%
Bird of Prey Claw ×2–4	13%
Pearl ×2–4	9%
Beehive ×2–4	9%
Heart Herb ×2–4	8%
Jet-Black Feather ×1–3	7%
Mysterious Peed ×1–2	7%

Exploration Bag

900~1350 Gald	17%
Pointed Claw ×3–8	17%
Mushroom Powder ×3–8	15%
Jet-Black Feather ×2–6	13%
Beehive ×3–8	13%
Mysterious Peed ×2–6	11%
1,800–2,700 Gald	7%
Heart Herb ×3–8	7%

Kan/Balk P.241

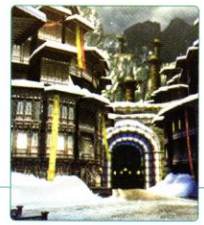
Mon Plateau



Shan-du P.228

Obtained Item Data

- Treasure Chest A: Ae Gummy ×1
- Treasure Chest 9: Pot-au-feu (Common) ×1
- Treasure Chest U: Treat ×1
- Treasure Chest E: Strange Gummy ×3
- Treasure Chest: 4000 gald
- Relic: Scroll of Altered Ability "Experience Rare Increase" ×1
- Treasure Chest: Elixir ×1
- Ku Treasure Chest: Mysterious Orb ×1
- Treasure Chest: Pitch-black Feathers
- Day Treasure Chest: Blue Verbena ×1
- Sa Secret Treasure Chest: Sideburns ×1
- Kuni Treasure Chest: Pitch-black Feather ×4
- Su Treasure Chest: Light Mantle ×1
- Se Treasure Chest: Neo Stone ×7
- Zu Treasure Chest: 3000 Gald
- Ta Treasure Chest: Chamomile ×1
- Chi Treasure Chest: Tainted Claw ×8
- Four Treasure Chests: Mysterious Peed ×5



Dawn City

Kan Balk

After passing through the Mon Plateau, the party arrived at the capital, Kang Baruk. They left the for malities of the audience with King Azure to Jurgens of the Kital tribe and decided to rest at the inn for the time being.

Recommended L.Lv.33 Event List: King Azure ~ Heading to Il-Fan

Guide Prepare for battle before heading to Gaius Castle

At step 4, when you have an audience with King Ajure, battle s will begin occurring inside the castle. After that, you will not b e able to enter Kan Bark for a while, so finish exploring the tow n and prepare for combat before heading to Gaius Castle. Afterward return to Shan-de... When you return, you will finally travel to Ilfan by wyvern. Note that there will also be a boss battle at this time.

Use the aerial pulle y to travel between the main street an d Gaius Castle.

Triggered Sub-Events P.338

Period	Event Name	Location	Overview	Reward
Upon arrival	063 Jude's Substitute Consultation ①	Le Rondo Central Street	Occurs in front of the Matis Clinic. An eme rgency patient is brought in while Dirac is absent.	—
2 Later	064 The Escaped Boo Rabbit	Kan Bark Residential District Plaza	If you speak to the woman in the plaza, sh e will ask you to search for the Boo Rabbit that fled to the Mon Plateau.	Rabbit Ears (white), 6000 Gald
	065 Fun Chat	Kan Balk Inn Lobby	If you stay at the Kan-Bark Inn, you can hear L ayah and the others having cheerful conversations	—
	066 Survival of the Fittest	Kan-Bark Main Street	Requested to exterminate monsters on the Mon Plateau	Earmuffs, 6000 Gald
1 Later	067 Memories of Le Rondo ②	Le Rondo Lodgings Roland Lobby	When you inspect the table, Jude recounts his memories of mapo curry.	—
	068 The Shadows That Work in Secret ②	Champ du Central Ward	This occurs when you go in front of the inn. Alvin talks about his relationship with Presa.	—
	069 À Jour, Its History ③	Champ du Inn Lobby	After talking with Carla at the inn, you ask Carla about Gaius again at the arena.	—
	070 Poetry Collection and Dictionary ①	Chant d'Or Central District	If you speak to the traveling merchant, they will show you the books they have for sale.	Rondau Language Dictionary
	071 Reviving Memories	Ha·Mir East	At Hamir, Leia comes up with a way to lear n about Elise's past and goes to Shan-du	—
	072 Search for the Villagers	Ha·Mir Private House	Go to Ilah Sea Harbor to search for the missin g Ha·Mir villagers	Inumimi (Shiba), 6200 Gald
	073 In Search of Milk	Ha·Mir East	At Rolan's request, go to Ni·Akeria to ask for the cow ear ring and receive	it 6200 Gald
	074 The Mystery of Dodoria	Ha·Mir East	For Rolan, go ask the warlock of Le·Rond o how to peel Dodoria's shell	Mini Silk Hat, 6200 Gald

Occurring Long Chat P.490

Period	Chat Name
After arrival	SUB Return to parents' home?
2 Later	MAIN True feelings
4 Later	MAIN Better safe than sorry
▽ Later	MAIN Gaius's Four-Element Blade

Period	Chat Name
7 Later	MAIN Hamil annihilated!?
	MAIN Wingar's words
Kunashiri	SUB Welcome to the lodging Roland!
	SUB I want to see Ms. Carla!

Period	Chat Name
Kunashiri	SUB Questions to ask Ms. Carla
	SUB Let's rest.....
	SUB What is Ha-mil doing now.....?
1 Later	MAIN Wyvern Ride Comfort

Trigger: Short Chat

P.495

Timing	Content	Conditions
Upon Arrival	[Mira] As expected, the rumored aerial pulley of Kan-Balk	Use the aerial pulley of Kan-Balk
	[Rho] Watch out for the eaves	Stay in Kan-Balk's Grand Avenue or Residential Square for more than 1 minute
	[Eri] Why is it like this~	Stay in Kan-Balk's Grand Avenue or Residential Square for more than 2 minutes
	[Mira] What harsh soil~	Make Mira the leader and stay on Kan-Balk Grand Avenue for more than 10 seconds
	[Ju] Ahead, something—	From Kan-Balk Grand Avenue, go to the road toward the church in Zaila Forest
	[Mira] This place, deeper in—	From Kan-Balk Grand Avenue, go to the road toward the church in Zaila Forest
3 After	[Al] Gaius's castle—	—

Flowchart & Map

START

1 In the inn lobby, talk to the innkeeper
Select "Yes"

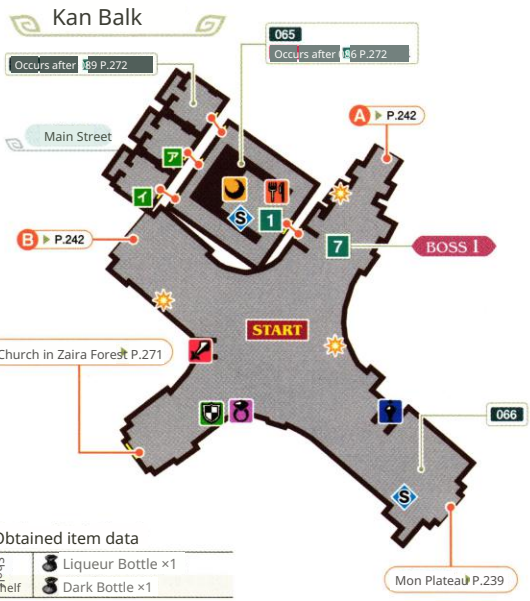
Party: Elize departs

2 ~ 6 P.242

7 Battle: Wingal on the Main Street (1)、Defeat Plesa (1) BOSS 1

Title: One Who Defies the King

[To P.242]



Kan-Balk's Random Treasure

Exploration Point

Giant Shell ×1	14%
Geo Stone ×1	13%
Pointed Claw ×1	13%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

Obtained item data

Shelf	Liqueur Bottle ×1
Shelf	Dark Bottle ×1

BOSS 1 Concentrate attacks on Preza to break the link

Wingal and Preza are linked and also use resonant arts. To break the link, focus attacks on Preza, who has lower HP, and defeat it as quickly as possible. Both enemies rely heavily on arts, so linking with Lowen and using "Auto Magic Guard" makes things easier. In particular, Preza's "Cuticle Cheek," which causes Charm, should be reliably prevented.

The enemy's resonant skill "Aqua Strike" is able to be blocked by a normal guard.
It can be blocked with a standard guard.

Wingal (1)

P.457

Lv.	32
Steel Body	5
HP	24000
Attributes: Fire, Water	風 土 光 闇
Drops	Knight Symbol (100%)
Stealable: Wind Mantle (100%)	

Preza (1)

P.478

Lv.	30
Copper Body	4
HP	22000
Element	火 水 風 地 Light 闇
Drops	Holy Symbol (100%)
Can be stolen:	Aqua Mantle (100%)

Flowchart & Map

2 From the residential district plaza, proceed slightly northwest

Party member Elise joins

3 Approach the castle gate in front of Gaius Castle

4 Approach the guards in the centr Check 1

Party: Alvin leaves

5 Go to the front of Gaius C

6 Examine the gate on the main street side

7 ▶ P.241

8 Automatically move to the northwe

9 Go to Shan-Du from the World Map

10 Automatically move to the Shan Dudarg Underground Passage

11 Go to the Cen

Party: Alvin joins

[Battle Talk with Jurgens

12 Select "Yes" and defeat Pterav BOSS 1

Ronk

Title: Conqueror of the Skies

13 Automatically move to the entrance o f Karaha-Shaar Lord's Mansion

Member — Everyone except Jude leaves/ s other than Mira leave the party

14 Talk to Lowen

15 Talk with Edge in the lord's mansion guest room

16 Talk to Leia in front of the lord's mansion

17 Talk to Alvin at the central square

18 Approach Mira/Jude in front of the lord's mansion

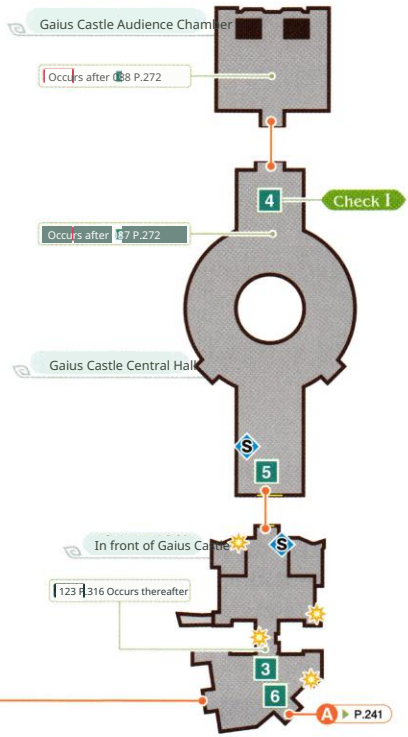
Mira joins the party/Jude joins

19 Go to the central square

Party — Alvin, Elise, Rowen, Leia joi n

20 Speak with Drossel and choose "Yes" and you will be automatically moved to Barnaul Road

To Barnaul Road ▶ P.245



Check Enemies will appear inside the castle

After 4, Azure Heavy Guard and Azure Magic Guard will begin to appear inside the central h all. Since a boss battle awaits after this, leave t he castle immediately to avoid unnecessary at trition.

Azure Guard Swordsman
▶ P.454

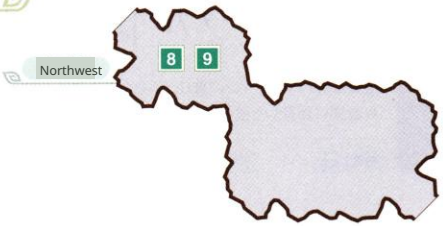
Azure Heavy Guard
▶ P.454

Azure Magic Guard
▶ P.455

■Acquired Item Data

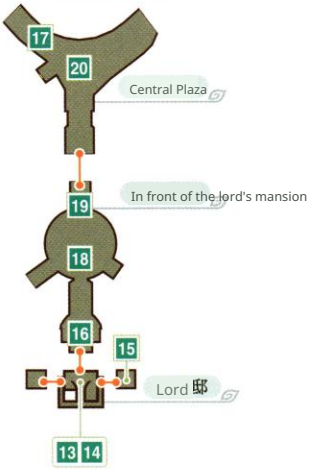
Shelf	Mysterious Orb ×1

Mon Plateau Details P.239



Shang Du Details P.227

Karaha Shaal Details Details P.191



BOSS 2 Watch the attack's preparatory motion and be sure to guard

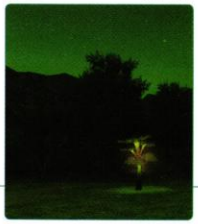
Just before a spinning attack, it briefly twists its body to the right, and it always does a somersault before a charge—enemies have preparatory movements before attacking. When you see these, guard immediately. Also, when their HP drops they use wide-area moves like "Carpet Bombing" and "Tail Hurricane." Run away using free-run, then counterattack after the enemy's move.

Pterabronc P.477

Lv.	32	Steel Body	7
HP	36000		
Attribute: Fire	水	風	Earth 光 闇
Drops: Opal (100%)			
Stealable: Opal (100%)			

If Jude's "Tenkawa" (Bubble Shift) connects, you can slam them into the ground.

The long-range "Marvel Razor" won't hit you if you stay at the enemy's side.



Barnaul Road

Riding the healed wyvern, Jude and the others take to the skies once more, rushing across the vast Barnaul road. They land and head northwest toward Il Fan.

Recommended L. Lv.34 Event List: In Search of Krusnik's Spear ~ King Nahatigar of La Shugar

Explore both the central area and the southwest of the Guide

The next destination, Il Fan, can be reached from the northwest of Barnauul Road. To go northwest, there are two routes from the southeast of the starting point: one passes through the central area and the other through the southwest; both contain treasure chests and relics. Be sure to explore both before heading there. Also, from the southeast you can go to Gandara Fortress; it also contains treasure chests and relics, so you may want to stop by.

In Il Fan you will fight the boss Agria. Before that, stock up on items and equipment at the Sansara Trading House to strengthen your forces.

Open without leaving any reference. There is a treasure chest ahead. The map has several routes, and those

You can return to Washarl near the starting point. If you ride Ivan, you can go to Karaha-

Triggered Sub-Events P.341

Period	Event Name	Location	Overview	Reward
1 Later	1075 Professor House's Research	Il Fantarim Medical School Student Dormitory Corridor	Approach the students in the corridor to hear about the research Professor House was conducting.	—
	076 The Fugitives ②	Il Fan Central Plaza	Speak to the child and become wanted again You will be exposed as the culprit	—
	077 End-of-Term Sales Battle	Il Fan Sansara Trading House 3F	Bring the "Meadow Crystal" from the chief (3F asked to (do something)	Tiara, 6,800 gald
	[078] Report Materials	Il Phantarium Medical School Student Dormitory 5	A student asked me to fetch materials for a report: "monster body dog tail (shiba), liquid", ~ 6,800 gald	
	079 Message to the Fortress	Il Fan Central Plaza	Give the letter from the woman to the soldier at the West Gate of Gandhara Fortress and relay the client's response; to treat the	Angel Halo, 6,800 gald
8 After	080 Leia's Failure? ①	Il Phantarium Medical School Examination Room No.5	[Ellen] Room No.5 fetch the "Harmonica" "Grass	Soul Ring

Event: Long Chat p.490

Period	Chat Name
Upon Arrival	MAIN Parting with the Wyvern
	MAIN Loen Who Cares
1 Later	MAIN Once Again Il Fan
5 After	MAIN The Village Chief's Death
8 later	MAIN Agria without Shadow
	SUB What about your friends from the medical school?
	SUB To Mr. Blanc

Occurrence short chat P.496

Timing	Content	Conditions
Upon arrival	Rey Huh? What is this~	Proceed northwest along the Barnaul Road
1 Later	[Ro Long time no see, Il—	Stay outdoors in Il Fan for more than 3 minutes
	[Rei] Hey, that's Ji~	Approach the medical school in front of Il Phantarium Medical School

Enemy Use items enemies should be defeated all at once with a focused attack.

La Sugar heavy soldier remnants and La Sugar magic soldier remnants may use "Lemon Gummy" when their HP decreases. When facing these enemies, they may use items. Concentrate your attacks to take them down quickly. Also, the Scorpion's "Clocking Disease Needle" has a poison effect, so you should prepare countermeasures such as a "Poison Charm."

Enemies that appear

Scorpion ▶ P.467
Power Lv. 31 HP 4900
Attribute: Fire Water 風 地 光 闇

Tail Beak ▶ P.470
Power Lv. 31 HP 4400
Element 火 Water Wind Earth 光 闇

La Shugaru Sorcerer Ruins ▶ P.484
"Magic Lv. 30 HP 4200
Attribute: Fire Water Wind Earth 光 闇

Resistant Tribe Swordsman ▶ P.470
Technique Lv. 31 HP 4500
Element 火 水 風 地 光 闇

La Sugar Heavy Soldier Remnant ▶ P.483
①Guard Lv. 31 HP 5200
Attribute: Fire 水 風 地 光 闇

Flowchart & Map

START
See p.246

Barnaul Road Random Treasure

Exploration Point		Exploration Point	
Mushroom Powder ×2–4	18%	1000–1500 Gald	18%
Raptor Claw ×2–4	18%	Mushroom Powder ×3–8	18%
Pearl ×2–4	14%	Beehive ×3–8	16%
Beehive ×2–4	14%	Large Horn ×3–8	14%
Large Horn ×2–4	10%	Jet-Black Feather ×26	14%
Meadow Crystal ×2–4	10%	Mysterious Peed ×2–6	12%
Jet-Black Feather ×1–3	8%	2000–3000 Gald	8%
Mysterious Bead ×1–2	8%		

Barnaul Road

You can return by riding a wyvern

If you ride a wyvern, you can go back and forth between Karaha and Shaal's central plaza. Also, once you enter the Gandara Fortress in the southeast, you can conveniently travel to this route from the World Map. Note that wyverns disappear after Alda Palace.

Obtained Item Data

A Treasure Chest Basil ×1
Treasure Chest Mysterious Orb ×1
Treasure Chest Lemon Gummy ×3
Treasure Chest Mushroom Powder ×8
Treasure Chest Elixir ×1

Flowchart & Map

1 Go to Ilfan

2 Head south in the Academic Research District

3 Go to Lafort Research Institute

4 Go to Section 3

5 Approach Laboratory 12 and enter

6 Examine the 2F monitor in Laboratory 12

7 From the world map, go to Il-Fan

8 [Combat Central Plaza — Agria
(1) Defeat A-Jules Spy × BOSS II
2

Title: Reviver

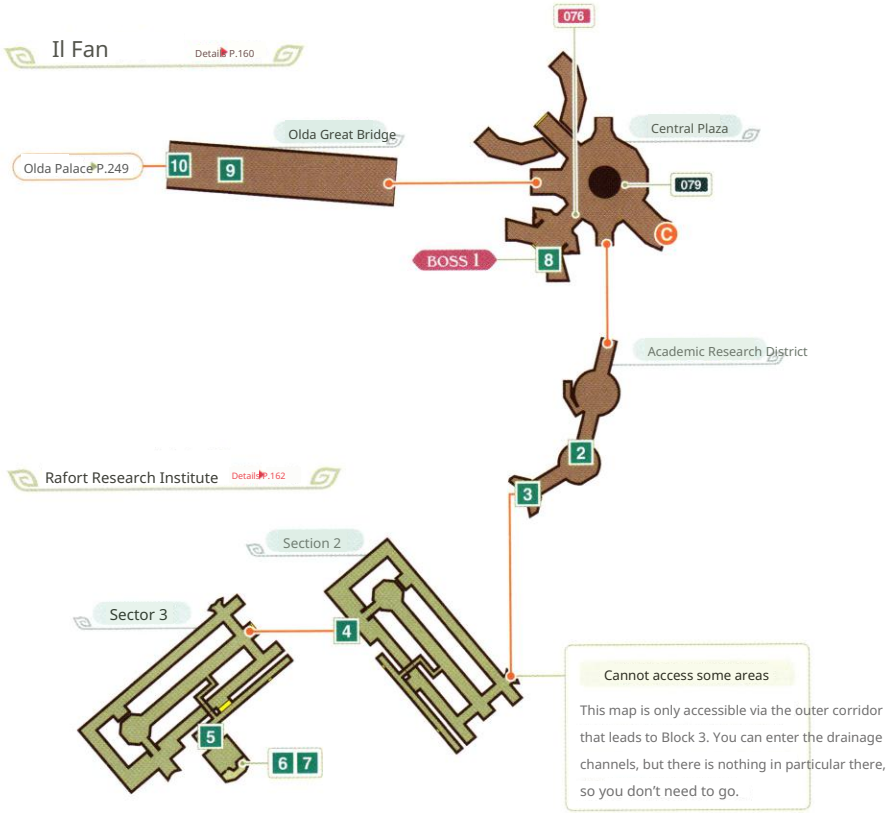
9 Battle: On the Olda Great Bridge, defeat La Shugar First-Class Heavy Soldier (P.484), La Shugar First-Cl ass Swordsman (P.484) ×2, and La Shugar First-Class Soldier (P.484)

10 Go to Olda Palace

To Olda Palace ▶ P.249

Obtained item data

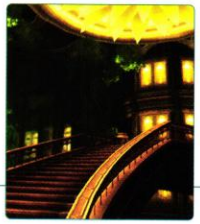
カ Treasure Chest	Sharp Claw ×10
キ Treasure Chest	Mixed Gummy ×1
ク Treasure Chest	Haste Gummy ×1
ケ Relic	Book of the Otherworldly "Sky Warrior" ×1
コ Treasure Chest	Fruit Salad (Regular) ×1
サ Treasure Chest	Blue Lavender ×1
シ Treasure Chest	Magic Mark ×1
ス Treasure Chest	Raptor Claw ×9
Treasure Chest	Jet-Black Feather ×6
▽ Treasure Chest	3500 Gald
□ Relic	Demon Feather ×1
Chi Treasure Chest	Ranashia Bottle ×3



BOSS 1 Eliminate the two Azure Spies first

Agria has a large HP pool and may use "Lemon Gummy" to recover, so focus attacks and try to take her down quickly. For that reason, first defeat the Azure Spies to make the fight against Agria easier. When Agria occasionally summons Fire Spirits (p.475), give them priority and defeat them first as well. Also, most of the enemies' attacks are fire-based, so it's recommended to equip items that raise fire resistance, such as a "Fire Mantle."

Agria can enter Overlimit status at times. Thi While in that state, keep running away.



Orda Palace

The Krusnik spear had already been transferred to Olda Palace. Upon learning this, the party enters the palace where Loen's old friend, Nahitigal, the king of La Shugar, resides.

Recommended L.Lv.35 Event List: King Nahitigal of La Shugar ~ Miscalculation

Guide: Use the Lotus Array to advance to the upper levels

Olda Palace is divided into five floors, and movement between each floor is basically performed by teleportation using the Lotus Array. The objective here is to go to the audience chamber and meet Nahitigal. Use the Lotus Array to steadily ascend to the higher levels. Let's proceed. However, in the entrance halls on floors 2–4, approaching the doors leading further inside will cause different enemies to appear on each floor and trigger battles. When you reach an entrance hall, be sure to recover HP and TP once.

Triggered Sub-Events P.342

Period	Event Name	Location	Overview	Reward
After the episode	[081 Where is the Wyvern?	Barnaul Road Southeastern Area	When you return to the spot on Barnaul Road where the wyvern was, the wyvern will be gone. When you approach the bookshelves in the archive, Mira will be captivated by the library's vast collection of books.	–
	【082 Olda Palace Library	Olda Palace 3rd Layer, 1st Archive		–

Triggered long chat P.490

Period	Chat Name
1 Later	MAIN Orda Palace
6 Later	MAIN The Death of Nahtigal
7 Later	MAIN Ice's Shadow
After the episode	MAIN Aggressive Type
	MAIN Faizabird Swamp Field

Trigger: Short Chat P.496

Timing	Content	Conditions
Upon Arrival	[Ray] Don't let them into the royal palace.	Remain in Olda Palace for 30 seconds or more
		Remain in Olda Palace for 1 minute or more

Enemy: Avoid using dark-attribute techniques

Except for Night Bat, others are resistant to dark attribute, so it's better not to use dark-attribute techniques. Also, Strong Plant's "Negative Gate" and Night Bat's "Night Spin" are dangerous. When hit by "Spin", it may cause fear. Set Ellie's skill "Close Together" and prepare "Dispel" so you can prevent it while also healing.

Enemies that appear

Strong Plant P.467
Power Lv. 34 HP 7200
Attribute: Fire Water Grace Earth Light Dark

Knight Bat P.471
Speed Lv. 32 HP 3600
Attribute: Fire Earth Light Dark

La Shugar Elite Swordsman P.484
⑥ Technique Lv. 33 HP 4700
Element Fire Water Earth Light Dark

La Shugar Elite Heavy Infantry P.484
① Guard Lv. 33 HP 5200
Attribute: Fire Water Earth Light Dark

La Shugal Senior Artilleryman P.484
Magic Lv. 33 HP 4200
Attribute: Fire Water Earth Light Dark

Flowchart & Map

START

1 Proceed slightly w

2 Use the Lotus Formation to

Battle Entrance Hall

3 On 2F, defeat the Protect Spy Check 1

Defeat Dark ×2

4–8 P.250

19 Go to Ilfan

Title: One Who Goes to Liese Maxia

To P.250

Random Treasure in the Olda Palace

Exploration Point

Mushroom Powder ×2–3	18%
Pearl ×2–3	18%
Beehive ×2–3	14%
Meadow Crystal ×2–3	14%
Sharp Scissors ×2–3	10%
Large Horn ×2–3	10%
Jet-Black Feather ×1–2	8%
Mysterious Pee-d ×1	8%

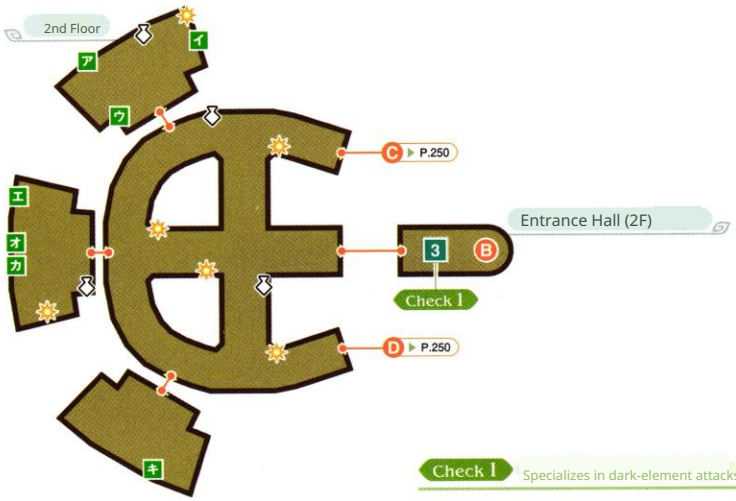
Exploration Bag

1000 Gald	18%
Pearl x3–6	18%
Meadow Crystal ×3–6	16%
Sharp Scissors ×3–6	14%
Jet-Black Feather ×2–4	14%
Mysterious Pee-d ×2–4	12%
2000 Gald	8%

To another floor via the Lotus Formation

The lotus formation in the entranc e halls on floors 1–4 allows you to t eleport to a desired floor. However, you can only travel to floors you have previously visit

Orda Palace



Obtained item data

Shelf A	Sharp Scissors ×6
Shelf	Holy Bottle ×1
Treasure Chest	Fruit Cheese - Normal ×1
Treasure Chest	Dark Mant ×1
Shed	Red Sage ×1
Shelf	Geo Stone ×7
Treasure Chest	Earth Cap ×1

Check 1 Specializes in dark-element attacks

Protess Spider is an enemy that specializes i n dark-element attacks such as "Dark Thrust. " Its weakness is light element, so focusing y our assault with Mira's "Round Edge" and Ro wen's "Mercy Waltz" should allow you to def eat it quickly.

Protess Spider ×2

P.479

Flowchart & Map

[Combat] Entrance Hall
Or 4 (3F), Guardian Ho Check2
Defeat ×2

[Combat] Entrance Hall
Or 5 (4F), Rune Butterfly Chec 3
Defeat ×3

6 Enter the Chamber
Defeat Hatigar

Title: The Usurper

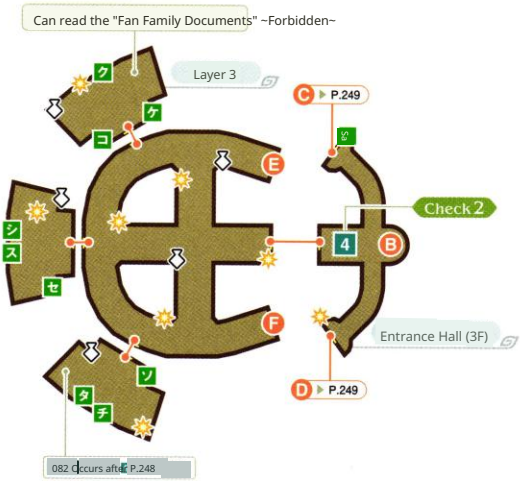
7 Use the Lotus Formation in the Inner Palace
Go to the Uppermost Layer, Chamber of Vision

8 In the Entrance Hall (4F)
Use the Lotus Formation to go to 1F

9 ▶ P.249

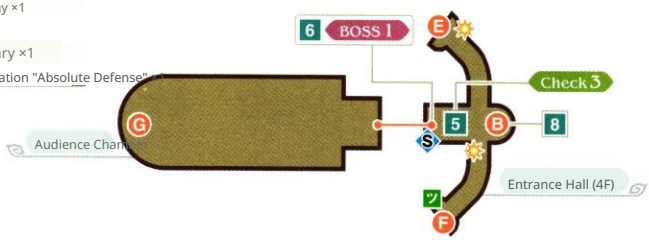
10 Go to Arcando Marsh

To Arcando Marsh ▶ P.255



Obtained item data

Mouth Shelf	Dexterity Ring ×1
Shelf	Pearl ×10×
Sun Treasure	Jet-Black Feather ×8
Sa Secret Treasure	Triangle Hat ×1
Shelf	Treat ×1
Su Shelf	Mixed Gummy ×1
Treasure Chest	Rune Circlet ×1
Diagram Shelf	All Divide ×1
Treasure Chest	Haste Gummy ×1
Shed	Lemon Gummy ×1
Diagram Treasure Chest	350 Gald
Treasure Chest	Blue Rosemary ×1
Relic	Book of Aberration "Absolute Defense"

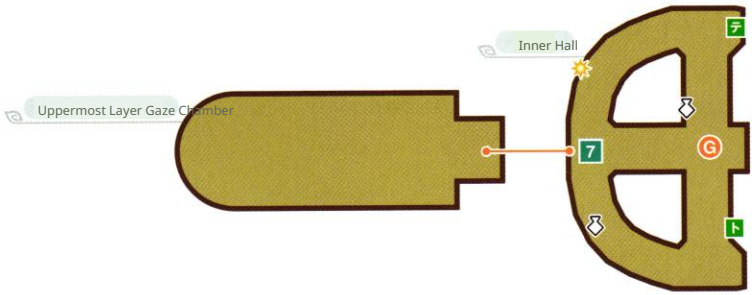


Check 2 Attack from other than the front The Guardian Horse's attacks are all linear and directed to the front, including the ground-scraping charge. Therefore, use freerun or moving assault and attack from other than the enemy's front to avoid being counterattacked.

Guardian Horse ×2
▶ P.460

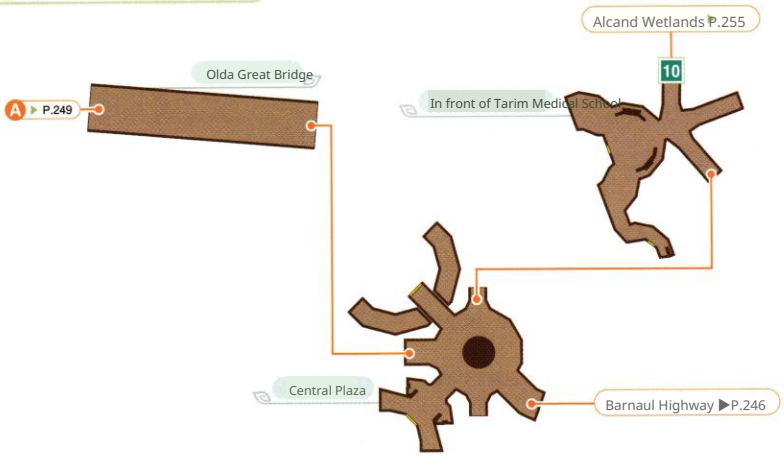
Check 3 Fight while curing status ailments They can be made unable to resonate by "Dance of Parting" and frightened by "Negative Gate," so fight while quickly curing these with Elise's "Dispel." The enemies are hard to pin down and there are three of them, so you'll want to take them out quickly with resonance arts/skills.

Rune Butterfly ×3
▶ P.486

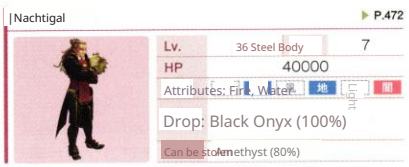


Il Fan

Detail▶P.159



BOSS 1 Switching between offense and defense is crucial. Nachtigal uses an unblockable move called "Instant Kill Roaring Bell," so it is somewhat dangerous to defend against an enemy attack and then counter. Be aggressive in your attacks to avoid giving openings for counterattacks. At the end of combos, it is recommended to finish with quick "Tenshio" or "Lion's Roar" to knock them down. However, if the enemy uses Overlimit, run away. If you get hit by the "Furious Conquest Spear" launched after the red "!" mark, they will use a secret finisher.



It is difficult to stop the enemy's chanting. Keep moving so you don't get hit by the spell.

Challenge the combo limit!

The number of consecutive hits in a combo not only affects conditions for earning titles, but the record will also store the highest hit count achieved so far. Use the following methods as a reference to pursue titles and push the combo limit.

1 Use shortcuts to repeatedly unleash techniques

The main challenges to increasing the consecutive hit count are defeating enemies and enemies going down, which breaks the combo. First, equip the skill "1 Damage " to keep the damage dealt low. Also, set tactics as shown below so allies refrain from using attacks other than specific ones. Then set a move that produces many hits and does not knock enemies down as shown on the right, and repeatedly use only that attack.

With this method you'll consume a lot of TP, but you should be able to easily aim for the 200-hit title. Try it once your maximum TP reaches 300 or more.

Tips for racking up consecutive hits

- Set the skill "1 Damage" so you don't kill enemies Set tactics to avoid knocking enemies down: "Basic Action: Protect Yourself" and "Auto Link: Do Not Link"
- To avoid dealing damage from burning, do not equip fire-element weapons
- Do not target enemies that have a steel body or enemies that retaliate while staggered. Do not choose enemies marked with a blue !

Points and flow during battle

Leave only one enemy alive

Control allies who do not have "1 Damage" set and reduce the number of enemies. The remaining enemies should be those without armored bodies and who are not Guard types—recommended examples include Freeze Plants in Zaira Forest and Ancient Cats on Torubaran Road.

Switch with four allies who have "1 Damage" set

When only one enemy remains, change the party members so only the four with "1 Damage" set remain. Recommended characters and techniques are as follows: Jude "Rending Fang Shot" Milla " Assault Dance" Alvin "Claw Dragon Rendin

Spam the art/skill set to a shortcut

Set the above arts/skills to a shortcut, then spin the right stick and the four characters will repeatedly use only that art/skill to attack the enemy. By repeating this, you can build up hit counts.

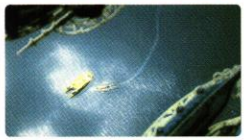
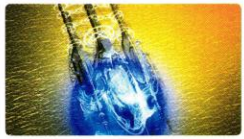
Cooperate with your allies

Aim to earn titles!

2 The skill "Spell End" causes "Splash" to hit consecutively

By following the above steps, there is also a way for Lowen, with the skill "Spell End" set, to attack alone. With this skill, "Splash" will hit consecutively. Even if AC runs out, recovery can catch up during hits, so equip skills like "Reduction" to lower TP consumption and equip "Mental Symbol" to restore TP, and the combo will continue until the enemy falls. Raise your battle rank to increase enemy HP and challenge the hit count limit. Note that the timing is strict, but even without the skill, consecutive hits are possible if you cancel the post-spell recovery with a guard.

The combo continues until the enemy falls!

第3部

Jude Chapter

Arcand Marsh ▶ P.254

Faizabird Swamp Fields ▶ P.256

Tourai Cold Plain ▶ P.259

Kukuru Ice Cavern ▶ P.261

Mira Chapter

Seirai Cold Plain ▶ P.264

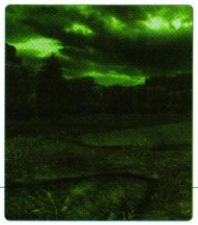
Noor Cave ▶ P.266

Zaira Forest ▶ P.269

Church of Zaira Forest ▶ P.270

Kang Baruk (2) ▶ P.272

Voyage Ship Jilnitra ▶ P.275



Arcand Marsh

An Azure army, numbering as many as 50,000, surges into the Faizabird marshlands. Meanwhile, La Shugarl deploys Krusnik's spears as a countermeasure. The party races across the wetlands toward the battlefield.

Recommended L.Lv. 35 Event List Miscalculation

Guide You'll want the weapon shop's level to be at least 47

Before advancing beyond the Arcand Wetlands, raise the weapon shop's level to 47 and purchase Jude's weapon "Raging Blow." For a while after leaving the Arcand Wetlands, you'll face mostly enemies weak to fire, so this fire-element weapon would make battles overwhelmingly easier. In Mila's chapter, raise it one level higher and buy the "Vorpal Sword"; it will be useful later in the Noll Scorch Cave (P.266).

Deliver materials to the general store in the northwest to raise its shop level.

The large pools of water in the wetlands are impassable. Be careful when fleeing from enemies.

Event: Long Chat p.490

Period	Chat Name
Upon arrival	MAIN Observer of the World

Trigger: Short Chat P.496

Timing	Content	Conditions
Upon Arrival	[Al] Horrible clouds are appearing.	Proceed through the central area of the Arkand Marshlands
	[Rei] Is it really going to be wa	Advance northwest through the Arkando Wetlands

Enemy: Focuses mainly on fire-attribute attacks

All appearing enemies are weak to fire attribute and always have at least one water-attribute means of attack. Therefore, on the offensive side, using fire-attribute techniques will efficiently deal damage, and on the defensive side, equipping water-attribute armor or accessories is recommended. Also, if you have already purchased "Raging Blow," make Jude the controllable character and have him attack aggressively. Even normal attacks can deal sufficient damage.

Parus Plant is "Blu
Attacks a wide area.
Uses a water-attribute technique called "Spar"

Enemies that appear

Evil Wont P.456

Power	Lv.	36	HP	5200

Element 火 水 風 地 光 闇

Barus Otaota P.473

Strange	Lv.	36	HP	5700

Attribute Fire 水 風 地 光 闇

Varousu Gekogekko P.473

Strange	Lv. 36 HP	5000

Element 火 水 風 Earth 光 闇

Parusu Plant P.473

Power	Lv.	36	HP	7500

Element 火 水 風 地 光 闇

START

1 Go to Faiza Pard Swamp

To Faiza Bird Swamp ▶ P.256

Alcande Marsh's Random Treasure

Exploration Point

Beehive ×2–4	17%
Meadow Crystal ×2–4	17%
Sharp Scissors ×2–4	13%
Large Horn ×2–4	13%
Everlasting Flower ×2–4	9%
Migratory Bird Primary Feather ×2–4	9%
Harmonica Grass ×2–4	8%
Jet-Black Feather ×1–3	7%
Monster Body Fluid ×1–2	7%

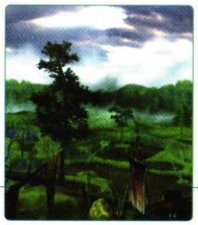
Exploration Bag

1,100–1,650 Gald	17%
Meadow Crystal ×3–8	17%
Sharp Scissors ×3–8	15%
Jet-Black Feather ×2–6	13%
Migratory Bird Primary Feather ×3–8	13%
Monster Fluid ×2–6	11%
2,200–3,300 Gald	7%
Harmonica Herb ×3–8	7%

Arcand Marsh

Obtained item data

Treasure chest (A) 400 gald
Treasure chest Jet-black Feathers
Treasure chest Demon Tail ×1
Treasure chest Liqueur Bottle ×2
Treasure chest Specific ×1
Relic Mysterious Orb
Treasure chest Mixed Gummy ×1
Treasure chest Mystery Peed ×6
Treasure chest Rotelli Ring ×1
Treasure chest Croquette Bread (Regular) ×1
Treasure chest Lemon Gummy ×1
Treasure chest Treat ×1
Treasure chest Dried Chamomile ×1



Faizabird Marshlands

The La·Shugar army commanded by Jiland plants Krusnik's spears on the hill that serves as a strategic s
trongpoint. However, there should be no activation key, and the details of the operation are unknown. The party, filled w

Recommended L.v. 40 Event List Miscalculation

Guide Replenish recovery items to the limit

Here you face ten consecutive battles plus two boss fights. All of them are brutal, so once a battle ends, return to the Arkando Marshlands and rest ock the recovery items you used at the general sto re. Also, don't forget to save. By the way, after the ten consecutive battles, enemy symbols of the La Shugar army appear in the southern area.

There are several r ecovery items in th e central area. Avo id unnecessary purchases.

Event: Long Chat p.490

Period	Chat Name
1	MAIN Strategic Points MAIN Side Effects of Spirit Enhancement

Trigger short chat P.496

Timing	Content	Conditions
1 After	[Al] Tipo, I'm curious~	Faizabird Marshlands Proceed along the southern path
	[Rei] Wow, Jude~	Faizabird Marshlands Proceed after jumping down in the south

Flowchart & Map

START

1 Proceed a little horth

Obtain the item Zouryoku (Increased Exposure)

2 [Battle] When you defeat the Azure Arm y and the La Sugar Army, you will automatically move to the central area — Check 1

3 [Battle] Advance north and defeat Wing al (2), Jao (2), and Preza (2) — BOSS 1

Title: Rival of the Four-Element Blade

See p.258

Check 1 Survive a 10-battle streak!

This is a 10-battle streak where the Azure Army and the La Sugar Army appear mixed together. Among them, La Sugar sergeants who use spells like "Burn Sp" and "Red" a re troublesome. Prioritize defeating them when they appear.

Azure Swordsman
P.454

Azure Heavy Spearman
P.455

Azur Spell Soldier
P.455

Azur Boa
P.455

La Shugar Sword Sergeant
P.483

Rashugar Heavy Sergeant
P.483

La Shugar Magic Sergeant
P.483

Conversation with Jao and Pleza
After defeating the Four-Element Blades (Fov), Wingar, Jhao, and Preza will be here. Of those, you can talk to anyone except Wingar.
B ▶ P.258
Save after the Four-Element Blades battle. Once you defeat the Four-Element Blades, this will be your restart point. If you go west you will face Gaius, so return south and save your game.
Central area
3
BOSS 1
ア
イ
S
A

Obtained item data

ア Treasure chest	Lemon Gum ×5, Pine Gum ×5, Panacea Bottle ×5
イ Treasure chest	Apple Gum ×5, Orange Gum ×5, Life Bottle ×5

BOSS 1

Focus attacks on one enemy at a time to reduce their numbers.

All of these enemies will attempt to use Overlimit and aim for secret techniques when their HP is low, so distributing damage evenly is dangerous. First target Preza, who has relatively low HP and will use "Guardian Formation" to heal allies. When attacking, link Jude and Milla and use fire-attribute resonance artes like "Aerial Fire" that exploit Preza's weakness.

After that, it is recommended to defeat Jhao first and then Wingar. Wingar moves agilely and is hard to hit, and while you are struggling with him, Jhao may attack.

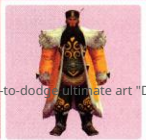
Another reason is that if you reduce HP carelessly, they will use the hard-to-dodge ultimate art "Demon King's "Flame Wave".

Fighting while surrounded by multiple enemies is dangerous. It is dangerous to do that. Free run
↱ Run away and regain your composure.

Wingar (2) ▶ P.457

Lv.	38
Copper Body	4
HP	28000
Attribute	Fire burns w… 風 Earth Light Rope
Drops	Quick Ring (100%)
Can be stolen	Opal (100%)

Jao (2) ▶ P.465

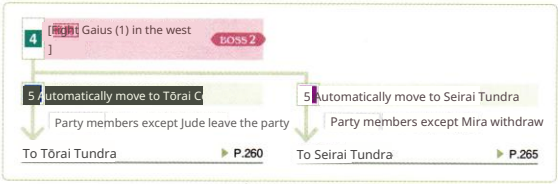


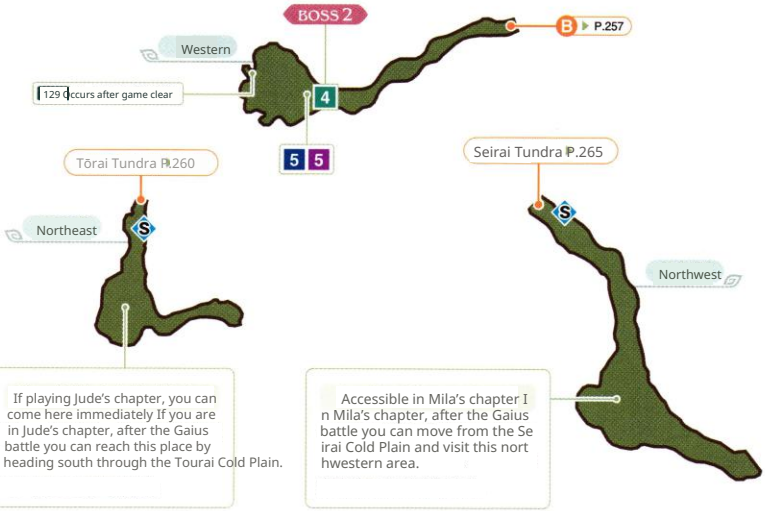
Lv.	38
Steel Body	5
HP	30000
Element	Fire Water 風 地 Light 闇
Drops	Stamina Ring (100%)
Stealable Ruby (100%)	

Pereza (2) ▶ P.478

Lv.	37
Copper Body	4
HP	26000
Attributes	Fire Wa… 風 地 Light Gauge
Drops	Heart Ring (100%)
Can be stolen	Aquamarine (100%)

Flowchart & Map


4 [Fight Gaius (1) in the west] BOSS 2
5 Automatically move to Tōrai C
Party members except Jude leave the party
To Tōrai Tundra ▶ P.260
5 Automatically move to Seirai Tundra
Party members except Mira withdraw
To Seirai Tundra ▶ P.265


BOSS 2
B ▶ P.257
Western
129 Occurs after game clear
4
5 5
Tōrai Tundra P.260
Seirai Tundra P.265
Northeast
Northwest
If playing Jude's chapter, you can come here immediately If you are in Jude's chapter, after the Gaius battle you can reach this place by heading south through the Tourai Cold Plain.
Accessible in Mila's chapter I n Mila's chapter, after the Gaius battle you can move from the Se irai Cold Plain and visit this nort hwestern area.

BOSS 2 Brace your defense immediately when you see the counterattack mark

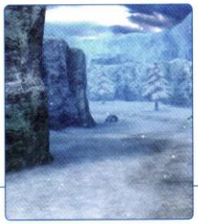
The Gaius battle advances the story regardless of victory or defeat. However, if you defeat him you will receive experience points, gald, and the accessory "Exceed," so aim to win if possible. A key point in the fight is to guard as soon as you see the enemy's blue "!" signal indicating they are armored and about to counterattack. Ignoring this will result in a painful counter. When the opponent enters the stance of "Hadō Metsufū" it becomes an opportunity to attack. This technique is slow to start, so use free run to get behind him.

Prevent the opponent's counterattack. Include moves that stagger them, and don't forget to use the sword to the high stance

Run freely to evade. If so, use "Hado Messhou". Gaiu

Gaius (1) ▶ P.460

Lv.	40	Copper Body	8
HP	42000		
Element [Fire] Water	風	地	光	闇
Drops	Exceed (100%)		
Can be stolen			



Tourai Cold Plain

After subsiding ground caused Jude to fall, he is carried to the silent waterside. Separated from his companions and dishearten there appears suddenly Muse, a spirit who claims to be Maxwell's messenger.

Recommended L.Lv.43 Event List: Troubling Thoughts and Companions

Guide

After exploring the south, head to the Kukuru Frozen Cavern

Jude will travel alone until he reaches the next Kukuru Frozen Cavern. Here he will be able to use a powerful skill called "Muse", so be sure to set it beforehand. Although enemy spawn numbers are few, because you are alone do not neglect healing. The destination Kukuru Frozen Cavern lies northward on the map from here, but on the south side of the starting point there are chests and exploration points. First head south to collect items, then proceed to the Kukuru Frozen Cavern. Note that the location map will be unusable for a while. Rely on the minimap and the maps in this book to navigate.

The technique that commands a Muse is powerful but consumes as much as 30 TP. Do not spam it.

There is a memory array north of the starting point. Save before heading out to explore.

Long chat occurrence p.490

Timing chat name
Upon arrival MAIN Mysterious Spirit

Occurrence short chat P.496

Period	Content	Conditions
After arriving, Ju— the cold is numbing. Proceed north through the Torai Cold Plains.		

Enemy Prioritize defeating Ice Harpies.

Ice Harpies use spells like "Freeze Lancer" and "Wind Lance" from a distance, and they can also call allies with "Call Friends." They are among the most troublesome enemies that appear in the Torai Cold Plains, so prioritize taking them down. By the way, Snow Trent's "Bond-Breaking Twin Hands" is a skill that severs links, but it doesn't affect you here since Jude is alone.

Normal attacks alone are sufficient. If you have "Raging Blow," all enemies are weak to fire.

Enemies that appear

Ice Harpy P.453

"Magic Lv. 38 HP 4400

Attribute 火 水 風 Earth 氷 闇

Aisupīku (Icepeak) P.453

Power Lv. 39 HP 4600

Element 火 水 Wind 氷 光 闇

Sunoutorento (Snowturrent) P.468

Power Lv. 39 HP 7500

Element 火 Water 風 地 光 闇

Penguinist P.480

Speed Lv. 38 HP 4000

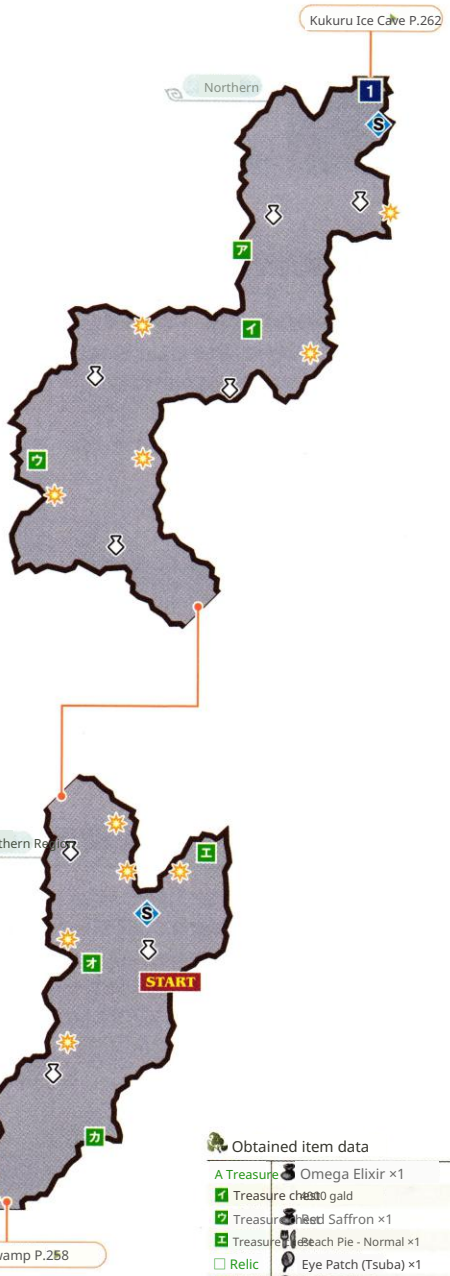
Attribute 火 Wa 風 Earth 光 闇

Flowchart & Map

START

1 Go to Kukuru Ice Cave

To Kukuru Cavern ▶ P.262



Tourai Cold Plain

Of the Tōrai Frozen Plain
Random Treasure

Exploration Point

Large Horn ×2–3	18%
Meadow Crystal ×2–3	18%
Sharp Scissors ×2–3	14%
Withered Flower ×2–3	14%
Fiend Insect Leg ×2–3	10%
Migratory Bird Primary Feather ×2–3	10%
Jet-Black Feather ×1–2	8%
Monster Slime ×1	8%

Exploration Bag

1100 Buld	18%
Large horn ×3–6	18%
Unwithered Flower ×3–6	16%
Jet-Black Feather ×2–4	14%
Demon Insect Leg ×3–6	14%
Monster Slime ×2–4	12%
2200 Gald	8%

Entering the northeastern area of Faizabird Marsh connected to Faiza bird Marsh on the World Map will m ake it accessible from the world ma p. However, the northeast only cont ains a Memory Circle, so there is no particular need to go there.

Obtained item data

A Treasure	Omega Elixir ×1
Treasure chest	4830 gald
Treasure chest	Red Saffron ×1
Treasure chest	Peach Pie - Normal ×1
Relic	Eye Patch (Tsuba) ×1
Treasure chest	Jet-black Feathers

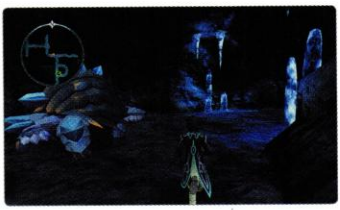
Kukuru Ice Cavern

Jude and Muse arrived at the freezing cave. Are there allies beyond this point? Should they proceed as they wish? With such doubts, Jude continues to move forward. ∘

Recommended Level (Lv.) 44 Event: Circling Anxieties and Companions ~ Confession

Guide First, head northwest to reunite with your allies

Once you enter the cave, ignore enemies and head nort hwest no matter what. Doing so will allow you to join up w ith Alvin and Elise, greatly boosting your strength. At this t ime, the location map also becomes available. After that, proceed aiming for Zaira Forest, but there will be a battle with two Aqua Dragons at the subterranean lake along th e way. If you are short on healing items, buy some from t he general store in the southern area.



There are narrow passages, but enemy sin Pass by alongside it and continue. If you lure Bol to the wall,

Triggered long chat P.490

Period	Chat Name
1 After MAIN, the soldier who appeared from the sky	
2	MAIN Aqua Dragon

Trigger short chat P.496

Timing	Contents	Conditions
1 aft	[Al] Even in the Ice Cave, snow-	Stay in Kukuru Frozen Cave for more than 30 seconds
er 2 after	[Eri-] · · · ·	Proceed to the northern part of Kukuru Frozen Cave
	[Myu] You, not feeling well~	Proceed to the area beyond the vines on the north side of the northern part

Enemy Fight efficiently with fire-attribute weapons

As in the Torai Cold Plain, all appearing enemies are weak to fire attribute. Therefore, Jude should equip "Raging Blow" and Alvin should equip "Savich Flare" to deal damage efficiently. The boss Aqua Dragon is also weak to fire, so if possible you should purchase those beforehand. Also, many of the enemies' attacks are water-attribute. Raise your water resistance with accessories or skills.

Ice Skeletons appear in the southern area in some places. T hey are not always seen; in the underground lake and the path

Enemies that appear

Ice Skeleton ▶P.453
Strange Lv. 39 HP 6600
Attribute 火 水 風 地 光 闇

Ice Mandragora ▶P.463
Technique Lv. 39 HP 3800
Attribute Fire Wa 風 地 光 闇

Gentle Miandine※ ▶P.465
Strange Lv. 60 HP 6882
Attribute 火 水 風 地 光 闇

Snow Totus ▶P.468
Guard Lv. 39 HP 2200
Attribute Fire Wa Wind Earth 光 闇

Snowbat ▶P.468
Speed Lv. 38 HP 3900
Element 火 水 風 Earth Light 闇

Filet-O-Cat ▶P.476
Speed Lv. 39 HP 4200
Element 火 水 風 Earth Light 闇

※: 089 Appears after "Cave Monsters" (P.344) begins.

Flowchart & Map

START

1 Proceed northw

|Party: Alvin, Elise have joined

[Combat: Aquadora in the Underground Lake]

2 Gon 1, Aqua Dragon 2 BOSS

Defeat

Title ' Conqueror of the Frozen Cavern

3 Go to Zaira Forest

To Zaira Forest ▶ P.269

Kukuru Ice Cavern

Kukru Frozen Cavern's
Random Treasure

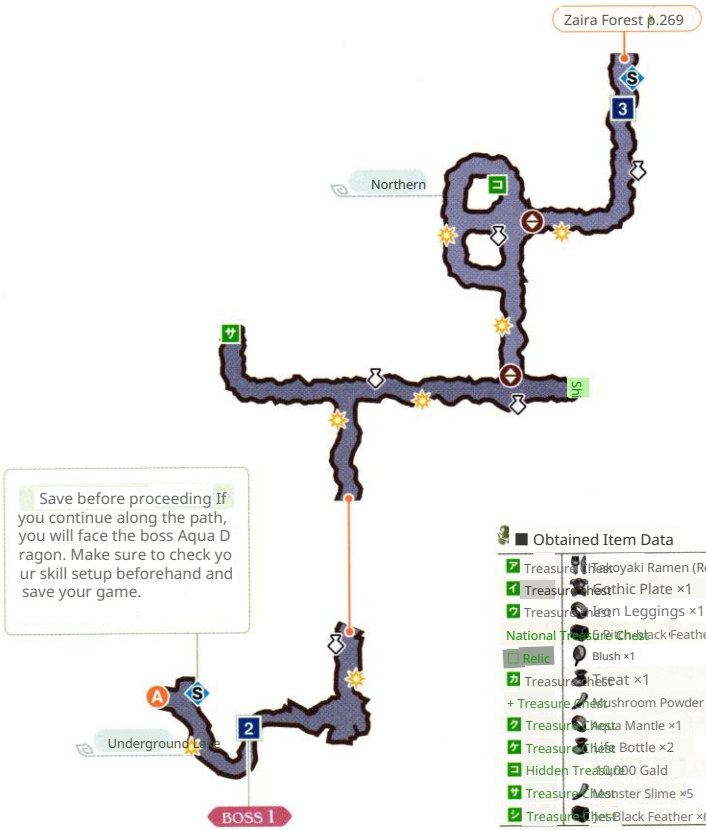
Exploration Point

Sharp Scissors ×2–4	18%
Everlasting Flower ×2–4	18%
Yōchū legs ×2–4 (insect legs ×2–4)	14%
Migratory Bird Primary Feather ×2–4	14%
Beast mane ×2–4	10%
Rare metal ×2–4	10%
Jet-black feather ×1–3	8%
Monster Body Fluid ×1–2	8%

Exploration Bag

1200–1800 Gald	18%
Undying flower ×3–8	18%
3–8 Monster Insect Legs	16%
Jet-Black Feather ×2–6	14%
Beast Mane ×3–8	14%
Monster Body Fluid ×2–6	12%
2,400–3,600 Gald	8%

Location map becomes avail able Once you reach this point and Alvin and Elise join, the loc ation map will become usable.


Zaira Forest p.269
Northern
Save before proceeding If you continue along the path, you will face the boss Aqua D ragon. Make sure to check yo ur skill setup beforehand and save your game.
Underground
BOSS 1

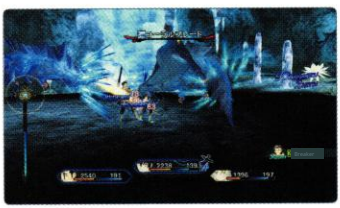
■ Obtained Item Data

Treasure Chest	Takoyaki Ramen (Regular) ×1
Treasure Chest	Gothic Plate ×1
Treasure Chest	Iron Leggings ×1
National Treasure Chest	Pitch-black Feathers
Relic	Blush ×1
Treasure Chest	Treat ×1
+ Treasure Chest	Mushroom Powder ×7
Treasure Chest	Hesta Mantle ×1
Treasure Chest	Life Bottle ×2
Hidden Treasure	30,000 Gald
Treasure Chest	Monster Slime ×5
Treasure Chest	Black Feather ×6

BOSS 1 Start by defeating Aqua Dragon 2

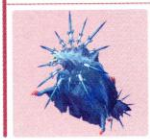
All of Aqua Dragon's attacks are water-elemental, s o set the "Aqua Guard" skill before engaging.

While there are two enemies, they will use the wide-range resonance art "Spiral Breath." To pre vent this, concentrate on attacking and defeating Aqua Dragon 2 first. This enemy is troublesome because it uses "Mental Scratch," which decrease s TP.



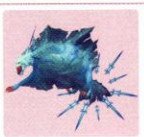
Set "Aqua Guard" Damage can be greatly r educed. If two people link, the damage

Aqua Dragon 1 ▶ P.453



Lv.	40	Steel Body	5
HP	36000		
Attribute Order	水	風	雷	光	闇
Drops	Heal Bangle (100%)		
Can be stolen			

Aqua Dragon 2 ▶ P.454



Lv.	40	Steel Body	5
HP	35000		
Element	火	水	Garden Light and Darkness
Drops	Mental Bangle (100%)		
Can be stolen			

Seirai Cold Plain

Protect the Dimensional Shell (Shell) and Liese Maxia. Mira, who had a strange dream, awakens insi de a cave. When she goes outside and senses someone's presence, she calls Jude's name, but the one who is there is...

Recommended L.Lv.43 Event List: Growing Anxiety and Mysterious Voice

Visit the Nōru Scorch Cave and then explore the Seirai Cold Plain

Right after the start, Mira is alone and the location map can't be used, which is quite inconvenient. To resolve this and explor e the Seirai Cold Plain efficiently, first head north to reunite with Lowen and Leia, and then enter the Nōru Scorch Cave once.

If you do that, the location map will become availa ble, and by using the world map you can quickly re turn to the Nōru Scorch Cave after exploring the Se irai Cold Plain.

When you reunite with A, even if you proceed furt her, you can still meet Lowen and Leia. From the starting point you can use either south or north

Let's return from h ere. The meeting place is th e northern Faizabard Marshes, reached after regrouping with your allies.

Triggered long chat p.491

Period	Chat Name
② After	MAIN Awakened Mira

Enemy Avoid water-attribute attacks

All enemies that appear in the Seirai Frozen Plain have resistance to the Water attribute. Avoid Wate r-attribute attacks such as Mira's weapon "Vorpals word" and Roen's spell "Splash". The troubleso me enemy here is the Ice Harpy, which uses spells l ike "Freeze Lancer" and "Wind Lance" and summon s allies with "Call Friends". When this enemy appear s, take it down first.

Fight without linking. Some techniques may be u sed. Snow Trent cannot resonate.

Enemies that appear

Ice Harpy ▶ P.453
Magic Lv. 38 HP 4400
Attribute Fire 水 風 地 光 闇

Aisupīku (Icepeak) ▶ P.453
Power Lv. 39 HP 4600
Attribu Fire 水 風 光 闇

Sunoutorento (Snowturrent) ▶ P.468
Power Lv. 39 HP 7500
Element 火 Wa 風 Earth 光 闇

Penguinist ▶ P.480
Speed Lv. 38 HP 4000
Element 火 水 風 地 光 闇

Flowchart & Map

START

1 [Battle] Defeat Power Sol Chief Check 1

2 Proceeding to the north or south will automatically take you to the north
Move in front of the Noru Scorch Cave

Party: Rowen and Leia join

Go to Noru Scorch Cave ×3

To Noru Scorch Cave ▶ P.267

Seirai Cold Plain Random Treasure

Exploration Point

Large Horn ×2–3	18%
Meadow Crystal ×2–3	18%
Sharp Scissors ×2–3	14%
Withered Flower ×2–3	14%
Fiend Insect Leg ×2–3	10%
Migratory Bird Primary Feather ×2–3	10%
Jet-Black Feather ×1–2	8%
Monster Slime ×1	8%

Exploration Bag

1100 Buld	18%
Large horn ×3–6	18%
Unwithered Flower ×3–6	16%
Jet-Black Feather ×2–4	14%
Demon Insect Leg ×3–6	14%
Monster Slime ×2–4	12%
2200 Gald	8%

Seirai Cold Plain

Noru Scorch Cave P.267
Northern
START
1 Check 1
Tuan
Southern Region
You can go to the Faizabird Marshlands
There are no items at all in the northwest area of the Faizabird Marshlands that can be reached from here, but visiting it will register it on the world map.
Faisabādo Swamp P.258

Check 1 Lure a missed strike and counterattack

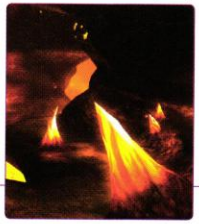
Not a formidable foe, but since the fight will be one-on-one, act cautiously. The enemy primarily uses wide-ranging melee attacks, so approach to draw out an attack, then circle to the rear and counterattack.

Power Sol Chief

▶ P.474

Acquired Item Data

Treasure Chest	Omega Elixir ×1
Treasure Chest	Red Jasmine ×1
Treasure Chest	Lemon Gummy ×1
Treasure Chest	Red Sage ×1
Treasure Chest	Pearl ×8
Treasure	Eyepatch (Heart) ×1
Mouth Treasure Chest	4000 gald
Treasure Chest	Seaweed Salad - Regular ×1



Noor Scorch Cave

After regrouping with Rowen and Leia, Mira steps into a cave located in the northern part of the Seirai Cold Plateau. The cave was a scorching cavern so hot it was hard to imagine coming from such a frigid land.

Recommended Level (Level) List: Growing Anxiety and the Mysterious Voice ~ Confession

Guide: You should purchase water-element weapons in advance

The cave is divided into four maps, and you must keep heading north

The objective is to ascend and reach the Zaira Forest. B ecause all enemies in this dungeon, including the boss, are weak to water-element attacks, it is useful to have water-element weapons such as the "Vopal Sword," "V asser Harpoon," or "Fountain Rod." If they are not yet a vailable for purchase, gather materials and melt

Buy it before the boss fight at Iwako.

Make sure to buy them. From the general sto re, tools and weapons Are just north right after entering the cave

Occurrence Long Chat P.491

Period	Chat Name	
Later	MAIN	Outside world?
	MAIN	Fire Tigr
After 2	MAIN	It's hot...

Trigger short chat P.496

Timing	Content	Conditions
After	[Roh If one extinguishes the heart-mind~	Nohr Scorch Cave Advancing across the Lava Lake
	[Rei I can't stop sweating~	Nohr Scorch Cave Advancing across the Lava Lake

Enemy: Let's attack using water-element attacks

All appearing enemies are weak to water. Equip the weapons listed above or use Rowen's water-el ement artes such as "Splash" or "Tidal Wave" to de al massive damage at once. On the other hand, m any of the enemies' attacks are fire-based. Equippi ng the skill "Fire Guard" and accessories like the "F lare Mantle" or "Garnet" should make battles easie r.

Fleet Scorpion melts and will disappear. T hey appear on maps from the Rocky Lake and the northern regions

Enemies that appear

Gentle Iplete* P.464
?Strange Lv. 60 HP 8725
Attribute Fire 水 風 Earth 光 闇

Fire Golem P.475
Guard Lv. 40 HP 8500
Attribute 火 水 風 Earth Light 闇

Fire Spirits P.475
Magic Lv. 39 HP 4100
Element 火 水 風 Earth 光 闇

Fire Bat P.475
Speed Lv. 38 HP 4100
Attribute Fire 水 風 地 光 闇

Fire Hawk P.475
Speed Lv. 39 HP 4200
Element 火 水 風 地 光 闇

Fleet Scorpion P.478
Power Lv. 39 HP 5300
Element 火 水 風 Earth 光 闇

※: 089 "Cave Monster" (p.344) Appears after the start.

Flowchart & Map

START

[Battle] Heavy Sol in the south - 1 Chief, Power Sol - Chi Check]

Defeat the chief

See p.268

Noor Scorch Cave
Random Treasure

Exploration Point

Sharp Scissors ×2–4	18%
Everlasting Flower ×2–4	18%
Yōchū legs ×2–4 (insect legs ×2–4)	14%
Migratory Bird Primary Feather ×2–4	14%
Beast mane ×2–4	10%
Rare Metal ×2–4	10%
Jet-Black Feather ×1–3	8%
Monster Body Fluid ×1–2	8%

Exploration Bag

1200–1800 Gald	18%
Undying flower ×3–8	18%
3–8 Monster Insect Legs	16%
Jet-Black Feather ×2–6	14%
Beast Mane ×3–8	14%
Monster Body Fluid ×2–6	12%
2,400–3,600 Gald	8%

Return southwest and open the treasure ch
1 After that, the starting point will be here.
Go back a little southwest and enter the hole,
4 and obtain the "Flare Mantle" from the treasure chest there.

Check 1 Defeat the Heavy Sol Chief first

If you are hit by the Heavy Sol Chief's attack, which thru sts out its weapon and emits a discharge, you may be i nflicted with the skill-seal status effect. It is dangerous to leave it for later, so focus your attacks on this enemy and defeat it first.

Power Sol Chief
P.474

Heavy Sol Chief
P.479

Obtained item data

Treasure Chicken Nanban Roll - Regular ×1
Treasure 10,000 Gald
Treasure Jet-Black Feather ×4
Treasure Insect ×1
Treasure Yōchū Leggings ×1
Treasure Gothic Cardigan ×1
Treasure Flare Mantle ×1
Treasure Red Savory ×1
Treasure Ability Tome "Mental Barrier" ×1
Treasure Obstacle Gummy ×1
Treasure Life Bottle ×2

Flowchart & Map

[Battle] Defeat Fire in the Lava Lake 2 Tigrle, Tiny Tigrle ×2 BOSS I

Title: Conqueror of the Scorching Cavern

3 Go to Zaira Forest

To Zaira Forest ▶ P.269

Obtained item data

Treasure Chest	Apple Gummy ×1
Treasure Chest	Silver Ore ×20
Treasure Chest	Monster Slime ×5
Treasure Chest	Saffron ×1

Save before proceeding

Beyond this point you will fight Fire Tigre. Set up your skills, recover, and make sure to save.

BOSS I When you're weakened, ignore reinforcements

Like the other enemies that appear in this dungeon, Fire Tigur is weak to Water and relies heavily on Fire attacks. Therefore, if you enter the fight with the same equipment and skills used during exploration, you should have an advantage.

Fire Tigur uses a technique called "Call Act" to summon Tiny Tigur and Fire Spirits. If there are too many enemies, you risk being overwhelmed by one-sided attacks, so defeat these summons as soon as they appear.

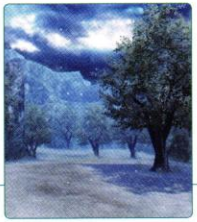
When Fire Tigur's remaining HP gets low, the frequency of "Call Act" increases, and you may no longer be able to deal with the reinforcements. If that happens, ignore the reinforcements and focus your attacks on Fire Tigur. Use Resonance Techniques and Over Limits to finish it off quickly.

Fire Tigre ▶ P.475

Lv.	40	Steel Body	30
HP	46000		
Element	火	Water Wind Earth Light	闇
Drops	Might Ring (100%)/ Garnet (70%)		
Can be stolen	Omega Elixir (75%)		

Enemies that appear together: Tiny Tigur ×2 ▶ P.469

Tiny Tigur is strong against Water. Switch your weapons and techniques.



Zaira Forest

The quiet, snow-covered forest connects two caves and the eastern church. Jude and Mila, who were separated into two groups, advance through the forest while searching for each other.

Recommended L.Lv. 45 Event List Confession

Enemy In Mila's Chapter, Pay Attention to Equipment Attributes

All enemies are weak to Fire and frequently use Water attacks. Therefore, in Jude's chapter, you can use the same tactics as in the Kukuru Ice Cavern. In contrast, in Mila's chapter you are likely equipped with Water-attribute weapons and Fire-attribute accessories from the previous Nohl Scorch Cavern, so you should switch those attributes to the exact opposite before fighting.

Enemies that appear

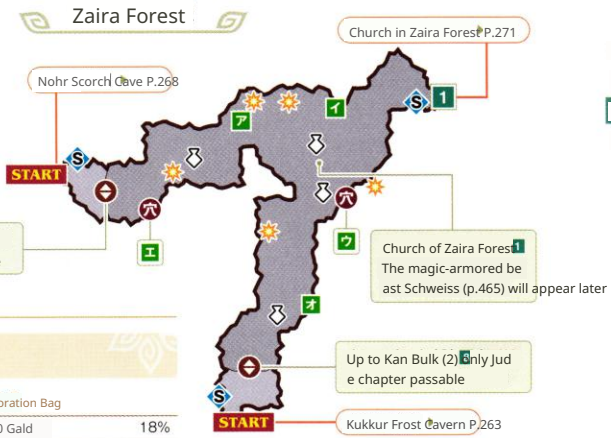
Ice Golem ▶ P.453
① Guard Lv. 40 HP 8900
Attrib e: Fire 水 風 地 光 闇

Snow Wolf ▶ P.468
Speed Lv. 42 HP 4500
Attribute 火 水 風 地 光 闇

Freeze Plant ▶ P.478
Power Lv. 40 HP 8200
Attrib e: Fire 水 風 地 光 闇

Flowchart & Map

START
1 Go to the Church in Zaira Forest
To the Church in Zaira Forest ▶ P.271


Zaira Forest
Church in Zaira Forest ▶P.271
Nohr Scorch Cave P.268
START
Up to Kan Balk (2)
Only Mira chapter passable
Church of Zaira Forest 1
The magic-armored beast Schweiss (p.465) will appear later
Up to Kan Balk (2) Only Judge chapter passable
START
Kukkur Frost Cavern P.263

Random treasures of Zaira Forest

Exploration Point

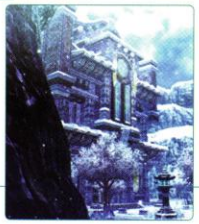
Withered Flower ×2–3	18%
Migratory Bird Primary Feather ×2–3	18%
Fiend Insect Leg ×2–3	14%
Rare metal ×2–3	14%
Feral beast mane ×2–3	10%
Venomous needle ×2–3	10%
Jet-Black Feather ×1–2	8%
Monster Slime ×1	8%

Exploration Bag

1,200 Gald	18%
Migratory bird flight feathers ×3–6	18%
Rare metal ×3–6	16%
Jet-Black Feather ×2–4	14%
Venomous needle ×3–6	14%
Monster Slime ×2–4	12%
2400 Gald	8%

Obtained Item Data

A Treasure	Full-frame Glasses ×1
Treasure	Red Basil ×1
Treasure	Seafood Stew (Regular) ×1
Treasure	Pitch-black Feathers
Relic	Sephira



Church of Zaira Forest

Milla and the others arrived at a church not far from Kan Bulck. Jude and the others arrived a little later, and they joyf
However, Wingar of the Four-Element Blade (Foev) appeared there.

Recommended L.v. 46 Event List: Confession ~ Kan Bulck Urban Battle!

Guide Check the equipment of the allies who have joined you

No battles occur here at all; just proceed with the event and head to the next destination, Kan Bulk. However, the allies who joined you may have their equipment completely changed except for accessories (p.150). Battles will occur in Kan Bulk, so check everyone's equipment before departure and buy any needed items from the quartermaster.

The allies who joined you should have leveled up. Also check the Lillial Orb.

Triggered Sub-Events → P.342

Period	Event Name	Location	Overview	Reward
2 Later	083 The death of Jao	Church of Zaira Forest	If you talk to Pleza and Agria, you can hear what they thought of Jao.	
	084 Two strategists	Church in the Zaira Forest Zaira Forest Church Chapel	If you talk to Wingal, you can see a confrontation using Roen and Wingal's battle map.	
5 After	085 Lost Out-of-Reality Ring ①		Occurs by examining the central object in the chapel. An event to collect the "Mysterious Orbs" begins.	

Occurring Long Chat → P.491

Period	Chat Name
1 Later	MAIN Mira's older sister..... ?
	MAIN Musée and Mira
② After	MAIN Footprints
	MAIN Musée's Proposal
	SUB Conversation with Wingal
5 After	MAIN Musée's Duty
	MAIN New Companion
	MAIN Elise's Consultation

Occurrence short chat → P.496

Period	Content	Conditions
1 Later	[Rei] Hey, Alvin~	Stay in the Church of Zaira Forest for over 30 seconds
	[Low] Musée-san.....~	Stay in the Church of Zaira Forest for over 1 minute

Flowchart & Map

START

1. Proceed a little north

Mira, Rowen, and Leia Party Join / Jude, Alvi —, Elise joins

2. Go to the chapel

Party: Everyone except Jude leaves / Mira Exit except for

In Private Room 1, examine the bed and select "Yes" (3) / In Private Room 2, examine the bed and select "Yes" (3)

To Kan Baruk (2) → P.273

If you talk to Mira in the chapel, you will automatically move to
4. 1. Move to room 1 / If you talk to Jude, you will automatically be moved to private room 2

5. Leave the chapel

Party: Someone other than Jude joins / Someone other than Mira joins

Go to Kan Baruk (6)

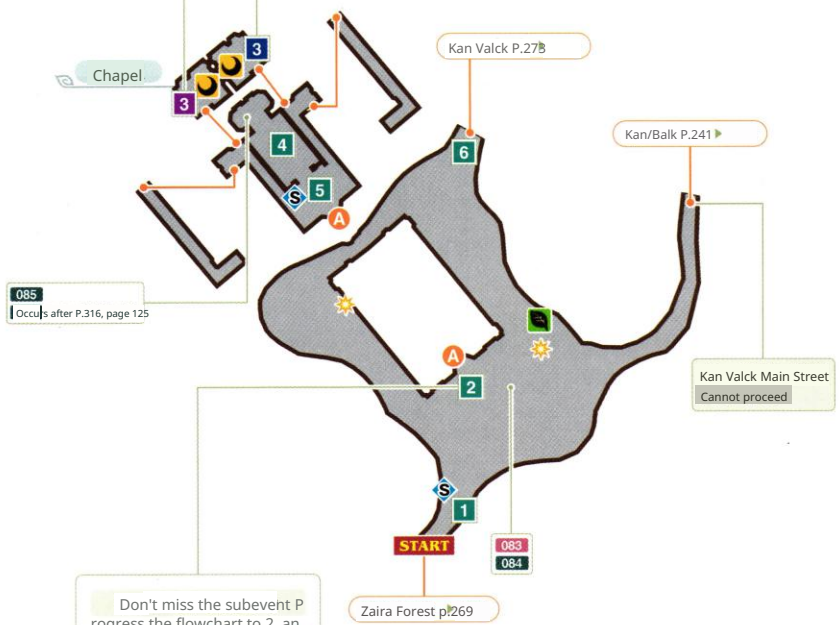
Random treasure i
n Zaira Forest church

Exploration Point

Beehive ×1	14%
One Large Horn ×1	13%
Meadow Crystal ×1	13%
1 Gald	10%
5 Gald	10%
10 Gald	10%
50 Gald	10%
100 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

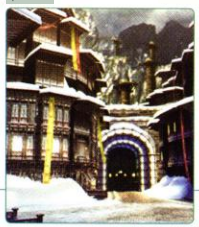
The room differs depending on the protagonist
Until the end of Chapter 4, in Jude's scenario
you can only enter Private Room 1, and in Milla's
scenario only Private Room 2. Also, after step 3,
you cannot leave the chapel until you perform the
specified action.

Church of Zaira Forest



Don't miss the subevent P
rogress the flowchart to 2, an
d if you leave the chapel befor
e performing step 3, allies oth
er than the protagonist will te
mporarily rejoin. Only at this t
iming can the subevent "Jao's
Death" be triggered.

Common Town



Dawn City

Kang Baruk (2)

Gaius and his companions advance straight toward the wyvern, aiming to seize Arcunoa's airborne battleship. While they create a diversion, the team moves across the sparsely guarded rooftops aiming for the castle.

Recommended L.Lv. 46 Event List: Kan-Balk Urban Battle! ~ Passing Feelings

Guide: Proceed along the rooftops toward Gaius Castle

The objective in Kan-Balk is to go from the residential district square across the rooftops to the front of Gaius Castle. There are Arconoa soldiers along the way, so advance while defeating them. After jumping down from the roofs and mounting the wyvern, there are three consecutive battles on Arconoa's aerial battleship. In these battles, having resistance to the Light attribute makes fighting easier, so skills

If you have learned "Light Guard," you will want to equip it. Also, there are no memory arrays along the route. Make a quick save before jumping down in front of the castle gate.

After returning to Kan-Balk, you will be able to access dungeons visited by the other protagonist, such as the Nole Burning Cavern.

While completing 089 "Cave Monsters," explore the area.

Did Musse's short chat start?
Don't miss it. The available time is short. Don't rush too much.

After clearing the aerial battleship, Ki...
You can act freely until t...hen. Talk to Asu and set off

Triggered Sub-Events P.344

Period	Event Name	Location	Overview	Reward
6 After	086 A-Jule, Its History ④	Kanburk Inn Lobby	If you talk to Carla in the inn lobby, you will help her practice for her class	—
Later	087 Elder Sister and Younger Sister ②	Kanburk Gaius Castle Main Hall	It occurs when you move toward the city g...le. You can hear a conversation between the sisters Musé and Mira.	—
Later	088 Jao and Wingal	Kanburk Gai... Asu Castle Audience Chamber	When you speak to Wingal, you can h... Wingal talk about Jao.	—
	089 Cave Monster	Kanburk Inn Frozen Wind Room	In Jude's chapter you are requested to exte...minate the monsters in the Nol Scorch Cave; in Mira's chapter you are requested to exter...	Blindfold

Triggered long chat p.491

Period	Chat Name	
4 later SUB		Come to think of it, Kan Balk...
After SUB	MAIN Hell-ear Ival	Let's search for local specialties
	Etc. Airship	

Occurrence short chat P.496

Timing	content	Conditions
After arrival [Al]	the blizzard starts	Proceed across the roofs of the Kan Balk residential district plaza
Ea	[Ti] B-Brrr, so cold~!	Remain outdoors in Kan Balk for more than 1 minute
	[Myu] Mira, the castle is this way.	Kan-Balk Approach the entrance in front of Gaius Castle from the res...

Enemy Use wide-area attacks to escape a pinch

All enemies move relatively quickly, so there is a danger of being surrounded by multiple foes and coming under focused attack. To break out of such situations, be sure to equip at least one technique that can knock enemies down. For Jude, "Tumbling Bubble" is recommended, and for Mira, "Distort Nova" is recommended because they both have wide attack ranges. Also, using the light-attribute spell "Bright Bell" with Lowen to slow enemies while exploiting their weaknesses is effective.

What follows is the Heavy Sol Command attribute applied by the enemy's attacks. Only the flamethrower.

Enemies that appear

Power Sol Command ▶ P.474

Power Lv. 41 HP 5300

Element 火 Water Wind Earth 雷 闇

Heavy Sol Command ▶ P.479

⑤ Technique Lv. 42 HP 5000

Attributes: Fire Water Wind 地 光 闇

Riot Sol Command ▶ P.482

Speed Lv. 42 HP 4700

Attribute: Fire Water 風 地 光 闇

Flowchart & Map

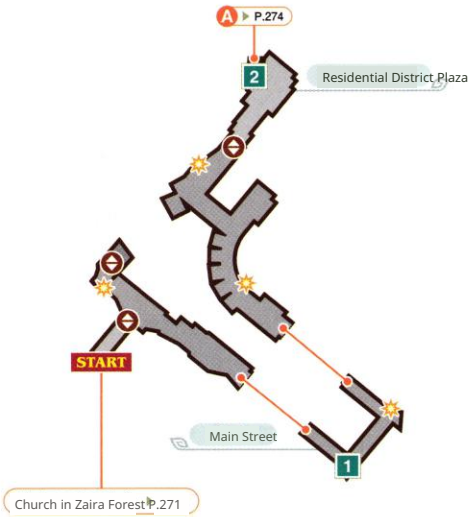
START

1 Proceed a little southeast on

2 Go to the front of Gaius

See P.274

Kang Baruk (2)



Kan-Bulk (2) no
Random Treasure

Exploration Point	
Giant Shell ×1	14%
Geo Stone ×1	13%
Pointed Claw ×1	13%
1 Gald	10%
5 Gald	10%
10 Gald	10%
50 Gald	10%
100 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

Flowchart & Map

[Battle] Jump down and automatic
After moving to the aerial warship with 3
defeat the Elenpios forces

4 Automatically move to Gaius Castle - Audience Chamber

Party — Everyone except Jude leaves / Mira Exit except for

5 Proceed southeast in the main hall

5 Proceed slightly south in

6 Approach the front of Gaius Castle

6 Go southwest

If you talk to Mira in front of Gaius Castle, automatically
Move to the central hall of Gaius Castle in 7 / Talk with Jude
Do

8 Approaching the Aud

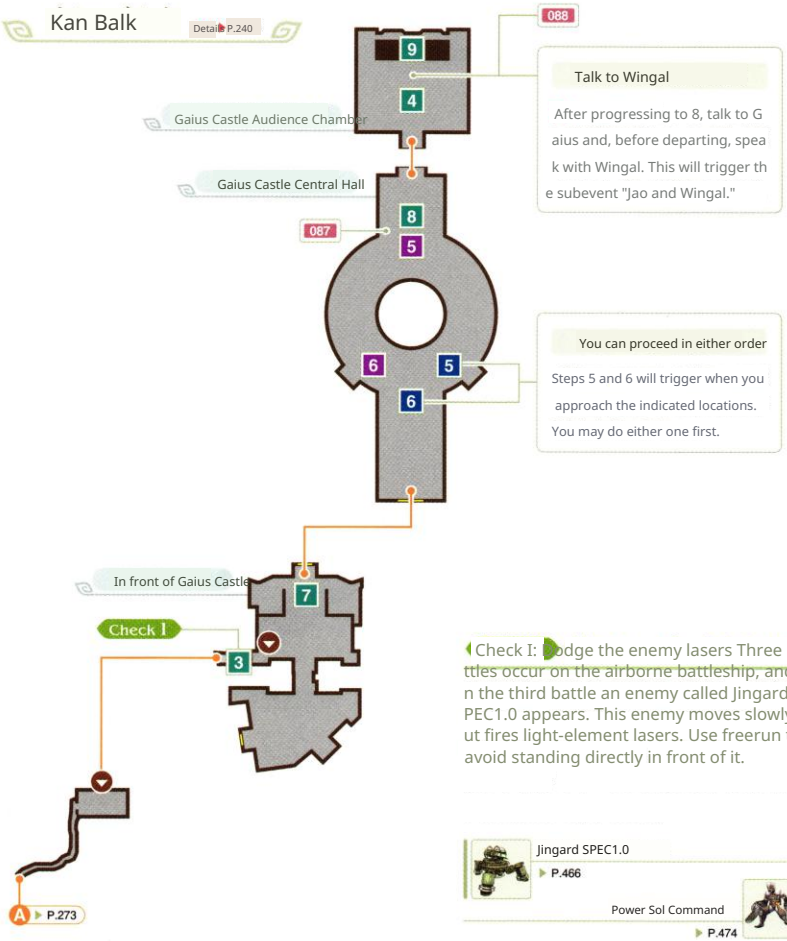
Party — Someone other than Jude j
oins / Someone other than Mira joins

9 Talk to Gaius in the Battle Audience Chamber
Select "Yes", Power Sol Chief
When you defeat 2 Heavy Sol Chiefs, you
will be automatically transported to the travel ship Zilnitra.

To the voyage ship Zilnitra ▶ P.276

Kan Balk

Details P.240



Talk to Wingal

After progressing to 8, talk to G
aius and, before departing, spea
k with Wingal. This will trigger th
e subevent "Jao and Wingal."

You can proceed in either order

Steps 5 and 6 will trigger when you approach the indicated locations. You may do either one first.

Check I: Dodge the enemy lasers Three ba
ttles occur on the airborne battleship, and i
n the third battle an enemy called Jingard S
PEC1.0 appears. This enemy moves slowly b
ut fires light-element lasers. Use freerun to
avoid standing directly in front of it.

Jingard SPEC1.0
▶ P.466

Power Sol Command
▶ P.474

Common Dungeon

Voyage Ship Jilnitra

The Krusnik's spear plan for the otherworldly furnace has finally begun. Concluding they have no ti me to be choosy about methods, the party storms the Zilnitra where Jiland is aboard, using the captured airborne battleship.

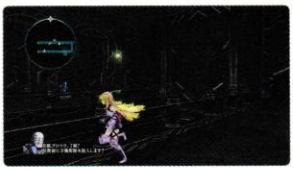
Recommended L.Lv.47 Event List: A Single Determination

Guide Destroy the two actuators and head to the integrated control room

The structure of Zilnitra is divided into three parts: the central deck, the starboard, and the port. The objective is to reach the int egrated control room from the central deck and defeat Jiland, but the central deck is sealed off by a blockade and cannot be passed. You must clear this blockade.

To do so, first go and destroy the two engines located at the eas ternmost points of the starboard and port sides. Along the way t here are places where you can teleport using Lotus formations, so make sure to check the location map frequently to avoid getting lost.

If you talk to the m edic on the port dec k, your HP and TP w ill be fully restored.



If you listen to ene my communication s, you can learn th e situation of enemies appearing on the starboa

Triggered long chat p.491

Period	Chat Name
Upon Arrival	MAIN Inside Jilnitra
	MAIN Save the Four Great Spirits
Later	MAIN Maxwell's Contradiction
	MAIN Elenpios People

Short chat occurrence Timin g and content After arrival [Rei] Geez! This~ Later [Rei] Such a l uxurious ship~ 6 Later [Ju] W ith this, the blockade line is~ P.496

Conditions
Stay aboard the traveling ship Jilnitra for more than 3 minutes
Proceed up the staircase in the center of the central hall of the traveling ship Jil
Stop the left and right activators on the traveling ship Jilnitra

Make sure to equip enemies' accessories to prevent petrification.

If hit by Ganbee's "Fist-Sealing Thunder Pierce," y ou may become petrified. Equip the healer Elise wit h either the "Stone Charm" or "Stone Check." Also, Wind-based attacks are effective against the high-HP Mechanic Gol em. Assault using Jude's "Wheel Dance Gale" and Leia's "Scattered S and Rain" to trigger the resonance art "Sealed Dance Vibrant Drama."

■Enemies that appear

Ganbee P.461
Speed Lv. 42 HP 4100
Attributes: Fire, Water 風 地 光 闇

Power Sol Sergeant P.474
Power Lv. 43 HP 5500
Attribute Fire Water/Wind 光 闇

Heavy Sol Sergeant P.479
3. Techniques Lv. 43 HP 5200
Attribute 火 水 風 Earth 光 闇

Mechanic Golem P.481
Guard Lv. 44 HP 10000
Element 火 水 風 地 光 闇

Riot Sol Sargent P.483
Speed Lv. 43 HP 5200
Element 火 水 風 地 光 闇

START

[In battle on the central deck: Power Sol Sa-
Defeat 1 Gent ×2, and Riot Sol Sa-
Gent ×2

Obtain items: communicator and ship internal map

2 Go to the central hall

3 Use the Lotus Formation in the starboard bar hall and go to the port bar hall

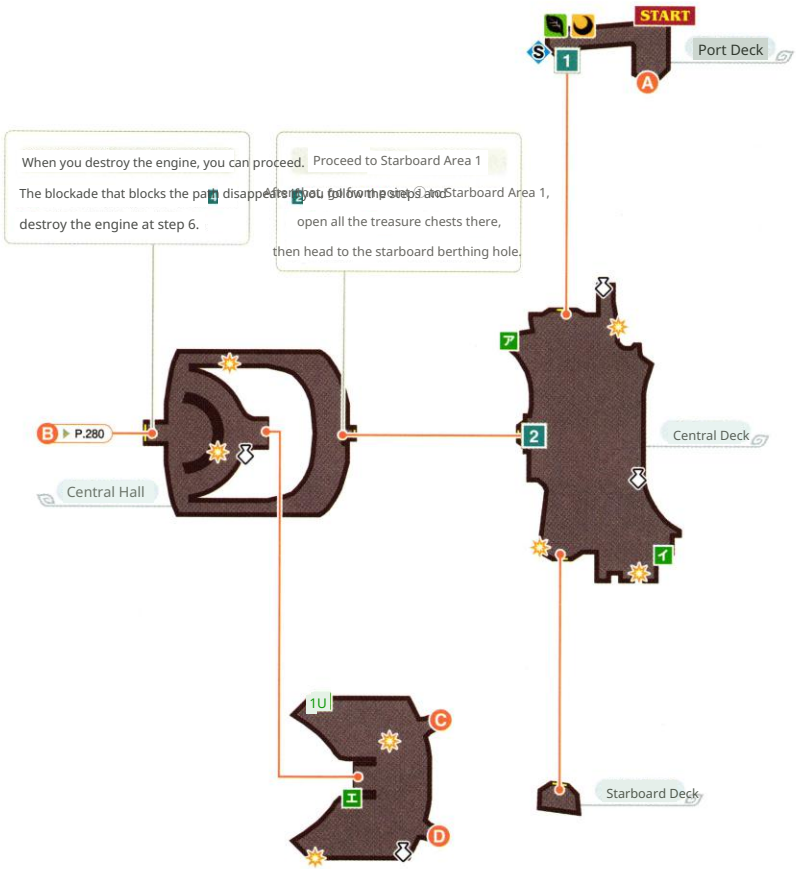
See p.278

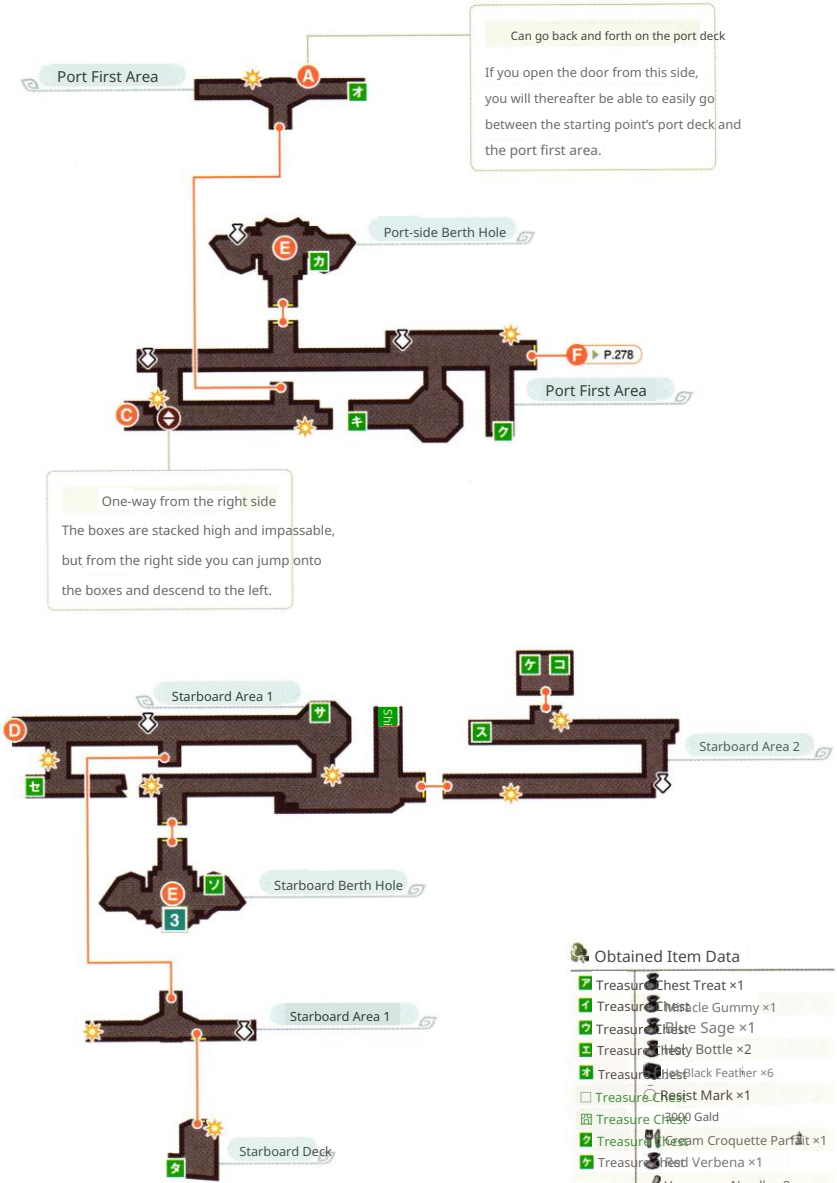
Random treasure on the traveling ship Jirnitra

Exploration Points	
Fiend Insect Leg ×2–3	18%
Rare metal ×2–3	18%
Feral beast mane ×2–3	14%
Venomous needle ×2–3	14%
Straight-grained timber ×2–3	10%
Black Egg ×2–3	10%
Strange Lump ×1	8%
Jet-Black Feather ×1–2	8%

Exploration Bag	
1300 Gald	18%
Rare metal ×3–6	18%
Venomous needle ×3–6	16%
Black Egg ×3–6	14%
Jet-Black Feather ×2–4	14%
Strange Lump ×2–4	12%
2600 Gald	8%

Voyage Ship Jilnitra


START
Port Deck
When you destroy the engine, you can proceed.
The blockade that blocks the path disappears. You can follow the steps and destroy the engine at step 6.
Proceed to Starboard Area 1
After you follow the steps and Starboard Area 1, open all the treasure chests there, then head to the starboard berthing hole.
P.280
Central Hall
Central Deck
1U
Starboard Deck



Obtained Item Data

- Treasure Chest Treat ×1
- Treasure Chest Miracle Gummy ×1
- Treasure Chest Blue Sage ×1
- Treasure Chest Holy Bottle ×2
- Treasure Chest Black Feather ×6
- Treasure Chest Resist Mark ×1
- Treasure Chest 3000 Gald
- Treasure Chest Kream Croquette Parfait ×1
- Treasure Chest Verbena ×1
- Day Shelf Venomous Needle ×8
- Sa Treasure Chest 3000 Gald
- Treasure Chest Mix Gummies ×2
- Treasure Chest Blue Savory ×1
- Treasure Chest Decayed Bone ×15
- Treasure Chest Apple Gummy ×2
- Treasure Chest Sacred Helm ×1

Flowchart & Map

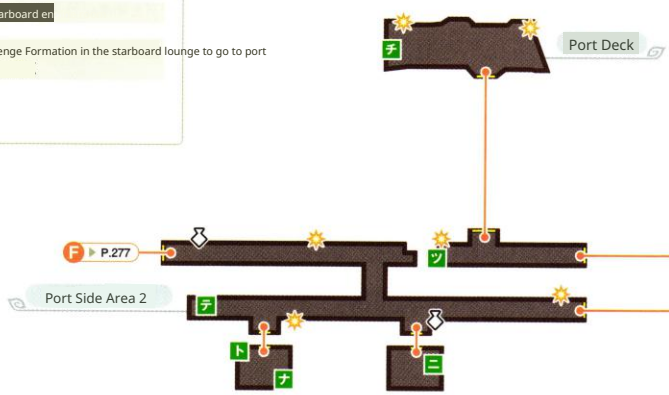
4 Go to the port-side engine room

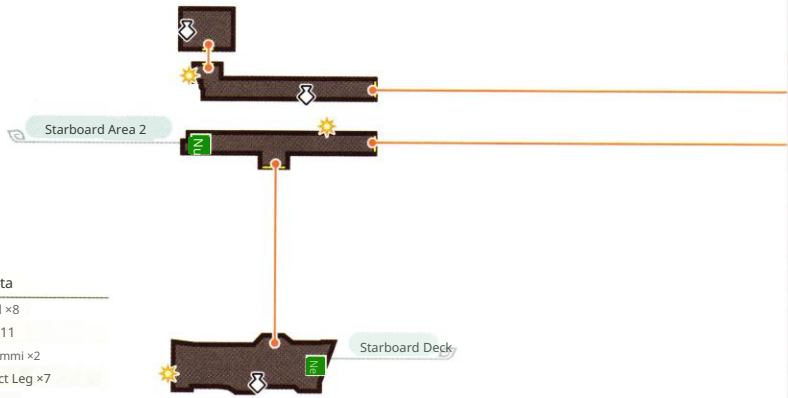
5 Use the Lotus Array in the port-side lounge to go to the starboard lounge

6 Go to the starboard en

7 Use the Renge Formation in the starboard lounge to go to port lounge

P.280



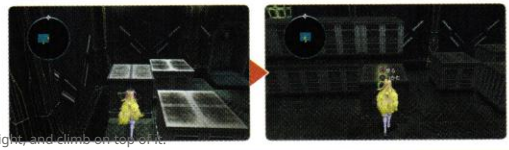


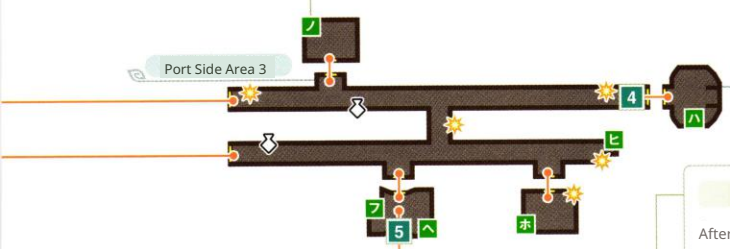
■ Obtained Item Data

Chi Treasure Chest	Rose Metal ×8
Diagram Treasure Chest	Explosive ×11
テ Treasure chest	Orange Gummi ×2
Four Shelves	Fiend Insect Leg ×7
テ Treasure chest	Jasmin ×1
Daily Treasure Chest	Amulet ×1
Treasure chest	Mysterious Lump ×5
Treasure chest	Life Bottle ×1
Treasure chest	4000 gald
Treasure chest	Elixir ×1
E Treasure chest	Stone Gummy ×1
▽Shelf	Undying Flower ×7
Treasure chest	Reverse Doll ×1
Awkward Shelf	Liqueur Bottle ×2
Treasure chest	Pitch-black Feathers
Eye Shelf	Dark Bottle ×1
Mu Shelf	Strong Treat ×1
Treasure chest	Phoenix Ribbon ×1
Treasure chest	Omega Elixir

Pull out the box

To open the treasure chest, you need to use the box located in the southeast of the room. Pull the box out, move it as shown on the right and climb on top of it.





Return to the Central Hall

After destroying the two actuators, move from Port Side Area 3 to Area 2, then Area 1. Then climb over the box at the western end, go to the Central Hall, and proceed through to the Integrated Control Room.

Move the box and climb up

The country's treasure chest is located high above the box. Pull the movable box to the southeast and move it to the position shown in the photo then use it as a foothold to open it.

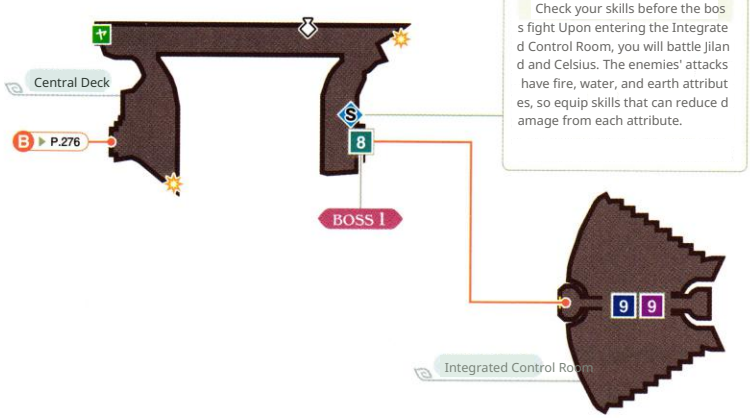
Flowchart & Map

8 [Battle] Enter the Integrated Control Room
BOSS 1
Defeat Jiland and Celsius

Title: Alcnoa Vanquisher, Riese
• Maxia's Secret Toucher

9 Auto-move to Ha-Mir (2)
Party members except Jude leave the party
To Ha-Mir (2) ▶ P.283

9 Auto-move to Kijil Sea Waterfall (Spirit World)
Party member Mira leaves except the party
To Kijil Sea Waterfall (Spirit World) ▶ P.291



Check your skills before the bos s fight Upon entering the Integrate d Control Room, you will battle Jilan d and Celsius. The enemies' attacks have fire, water, and earth attribut es, so equip skills that can reduce d amage from each attribute.

Obtained item data

Treasure Chest: Specific ×1

BOSS 1 Take down Jiland first, who has a wide attack range

Jiland uses powerful long-range attacks like "Va nish Ray." If you focus on the fast and hard-to-catc h Celsius, you may be attacked one-sidedly. Conce ntrate your attacks on Jiland first to immobilize an d defeat him. When attacking Jiland use earth-base d weapons or techniques, and use fire-based ones against Celsius; switching weapons and arts depen ding on the opponent is recommended.

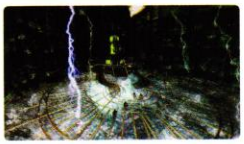
In two-person attacks, multiple statuses
Use techniques and items to
prevent them. Abnormalities or status changes may occur.

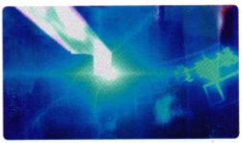
Jiland ▶ P.466

Lv.	48	Copper Body	5
HP	42000		
Attributes	Fire, Water	風 地 光 闇	
Drops	Link Long (100%)		
Can be stolen	Exceed (30%)		

Celsius ▶ P.468

Lv.	47	Steel Body	4
HP	48000		
Attrib	Fire Wate	風 地	闇
Drops	Link Up (100%)		
Can be st	Aquamarine (100%)		





第4部

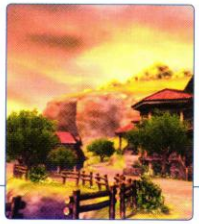
Jude Chapter

- Ha Miru (2) ▶ P.282
- Ni-Akelia Sacred Mountain ▶ P.286
- Path of World Refinement ▶ P.288

Mira Chapter

- Kizil Sea Waterfall (Spirit World) ▶ P.290
- Gari Passage (Spirit World)~ Ha Miru (Spirit World) ▶ P.293
- Irät Passage (Spirit World) ~ Irät Seastop (Spirit World) ▶ P.296
- Ni Akeria (Spirit World)~ Sogud Marshway (Spirit World) ▶ P.298
- Ni-Akeria Approach (Spirit World)~ Mira Shrine (Spirit World) ▶ P.300
- Ni-Akeria Sacred Mountain (Spirit World) P.302

- Trigraph ▶ P.304
- Torubaran Highway ▶ P.306
- Helioborg Base ▶ P.308
- Rusar Highway~ Hill of the Rifted Dimension ▶ P.313
- The Path of World Excellence (2) ▶ P.316



Orchard Village

Ha-Miru (2)

After a shocking farewell with Mila, Jude loses the will to live. Leia's devoted care and words cannot reach him now. To him comes a man shrouded in an unsettling air.

Recommended L.Lv.51 Event List: The Unfading Rift Shell ~ The Shaking Sacred Mountain

Guide Prepare for the boss fights as you proceed

Including the battle with Alvin that occurs immediately after the start, there are three boss fights from here until you reach the next destination. The battle with Alvin progresses the story regardless of victory or defeat, but the other boss fights result in a game over if your party is wiped out. You will get a game over. Replenish recovery items, set up skills, and prepare thoroughly before entering battle. In particular, one boss fight occurs immediately after traveling on the world map, so be sure to recover and save beforehand.

Make sure to buy supplies. Before departing, purchase them at the Samsara Trading House and stock up on the Dran Sea Stone.

Set skills such as this. "Revival Energy HP" prepare for incapacitation in boss battles.

Triggered Sub-Events → P.344

Period	Event Name	Location	Overview	Reward
1 Later	1090 Soldier using the Black Box	Ha Mir Western Region	Pick up the "Spirit Fossil Shell" in the orchard	Spirit Fossil Shell
2 later	091 Poetry Collection and Dictionary ②	Karaha Shar Lord's Manor Private Room	Upon entering the private room, you can see the pleasant conversation between Drossel and Lowen	—
	092 Cause of Spiritual Energy Change ②	Chant d'Or Central District	Speak to the scholar examining the spiritual energy changes and learn that her hypothesis was correct	—
	093 Homing Instinct	Chant d'Or Central District	When you go to the wyvern cage, you discover that the wyvern has returned	—
After 4	094 Suppressing Anxiety ①	Il Fan Hotel Haifan Lobby	Occurs when staying at the inn. You can see that Jude is suffering from anxiety	—
	[095 Shadows at Work ③	Il Phantarium Medical School Outpatient Reception	Talk to Ede at the reception to be told about Preza's [illegible]	—

Occurring Long Chat → P.491

Period	Chat Name
2 Later	MAIN Departure
	MAIN Black Elise
4 Later	MAIN State of Riese Maxia
	SUB To Tarim Medical School.....
5 After	MAIN Confused Muse
	MAIN Gaius's Right Hand
6 Later	MAIN A Man's Pride

Occurrence Short Chat → P.496

Timing	Content	Conditions
4 turns later	[Rei] Really, Muse~	Proceed past Il Fantarimu Medical School
6 After	[Rei] Ibal, the Spirit Mountain is	Enter Mira Corporation's premises

Flowchart & Map

START

1 Battle: Fight Alvin — BOSS I

Party: Elise, Rowen, Rei A join

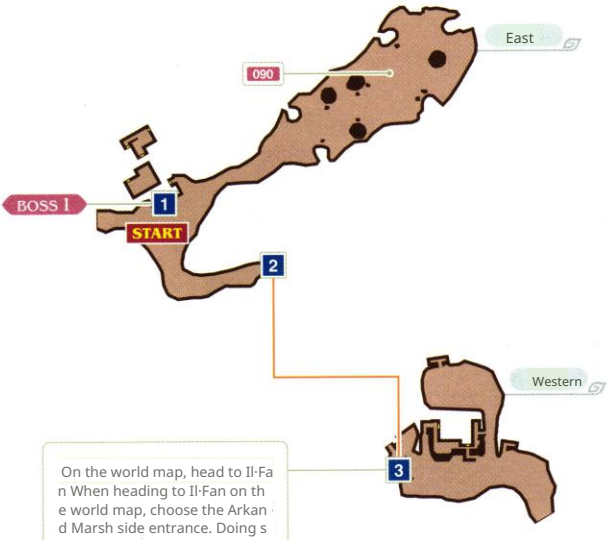
2 Go to the east

3 Travel to Ilfan from the world map

See p.284

Ha Mir

Details P.170



On the world map, head to Il-Fan When heading to Il-Fan on the world map, choose the Arkand Marsh side entrance. Doing so will place the next objective, the Central Plaza, very close by.

BOSS I When Alvin's Overlimit activates, run around and evade

In the battle against Alvin, the story progresses even if you lose, but you'll want to fight with everything you've got to obtain the spoils. The thing to be most careful of in this fight is Alvin's secret art following his Special Technique "My Style Crimson Lotus Sword". When the opponent activates Overlimit

When enveloped in light, run around freely until the light fades. When attacking from our side, use free-running to bait enemy misses and move to their rear. If you want to heal, keep a sufficient distance before using items.

Alvin P.455

Lv.	48	Copper Body	4
HP	14000		
Attributes	Fire	Water	Wind	地	光	闇
Drops	Feat Symbol (100%)		
Can be stolen			

The post-battle events change. Both Let's take a look.

Flowchart & Map

4 [敵戦] Defeat the Power Sol Chief at the Central Plaza

5 [Battle: Talk to Wingal at Il-Fan Harbor and defeat Musse (1). Afterward, you will be automatically moved to Ilart Harbor] BOSS 2

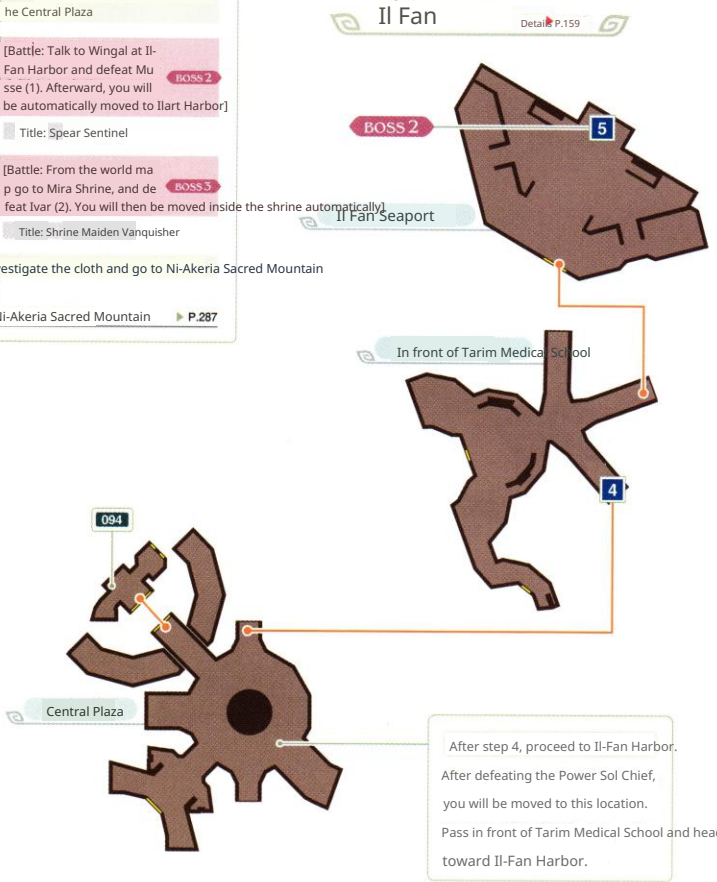
Title: Spear Sentinel

6 [Battle: From the world map go to Mira Shrine, and defeat Ivar (2). You will then be moved inside the shrine automatically] BOSS 3

Title: Shrine Maiden Vanquisher

Investigate the cloth and go to Ni-Akeria Sacred Mountain

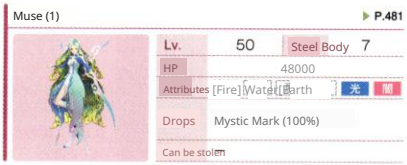
To Ni-Akeria Sacred Mountain ▶ P.287


Il Fan
Details P.159
BOSS 2
5
Il Fan Seaport
In front of Tarim Medical School
4
094
Central Plaza
After step 4, proceed to Il-Fan Harbor.
After defeating the Power Sol Chief, you will be moved to this location.
Pass in front of Tarim Medical School and head toward Il-Fan Harbor.

BOSS 2 Use Lowen's light-attribute magic as the foothold to launch an attack

Muse attacks with various attributes, and her "Ezari Whip" inflicts poison and mental contamination, while "Force Mine," which plants four landmines, applies skill sealing and magic/tech sealing effects. If you only defend, you'll be driven into a corner, so take the initiative to attack and shut down the enemy's counterattacks.

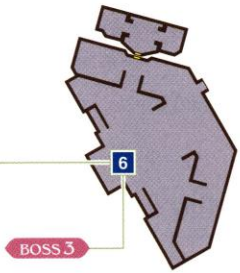
In particular, Lowen's "Bright Bell" and "Divine Strike" can stop Muse's movements while exploiting her weaknesses. Use these as starting points for attacks, and have your other allies follow up to finish her off.



Elise's offensive magic deals little damage here. Focus on healing for now.

Ilart Seaport Detail P.165

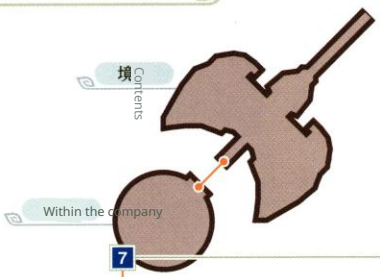
Finish your shopping before setting out. Use the world map to travel to Mira's company. An event will occur there, and you will immediately fight Ival. Before departing, replenish any healing items used in the Muse battle.



Mira Shrine Detail P.181

境 Contents

Within the company



2. Kealia Sacred Mountain P.287

Examine the cloth and go to 2. Kealia Sacred Mountain

BOSS 3: Defeat Ival using wind-attribute resonant arts/techniques

Ival moves quickly and has a diverse attack set. The "Phantom Flowing Blade" can seal skills and arts/techniques. Much more dangerous than a wyvern, so target Ival first. Stagger him with fast normal attacks, then down him with moves like "Lion's Battle Roar" before he can counterattack. Also, using Jude and Leia's resonant art "Sealed Dance Vibrant Drama" will exploit his weakness and deal massive damage.

Keep running around so you don't get hit. If it activates, avoid being struck by the ultimate. Ival goes into Overdrive.

Ival (2) P.456

Lv.	50	Copper Body	5
HP	42000		
Attribute [Fire] Water	風 Earth Light 闇		
Drops	Agility Ring (100%)		
Can be stolen	Red Saffron (100%)		

Wyvern P.486

Lv.	50	Steel Body	5
HP	52000		
Attrib	Extin 水 風 Earth 闇		
Drop: Toughness Ring (100%)			
Can be stolen	Red Verbena (100%)		

Ni-Akelia Sacred Mountain

Ibaru lashes out in frustration born of his own helplessness with brute force. When the party joins forces and defeats him, he tells them the entrance to Ni-Akeria Sacred Mountain and then disappears.

Recommended L.Lv.53 Event List: The Shuddering Sacred Mountain

Guide Climb the vines and aim for the mountain summit

At Mount Ni-Akeria, start by climbing vines from the trailhead and make your way toward the summit. At the top, you will face Aguria, who is weak to Water, and Preza, who is weak to Fire.

Prepare both Fire-attribute weapons and Water-attribute weapons in advance. Note that once you proceed to the next path of fate, you will be unable to return to Riese Maxia for a while.

If you want to avoid enemy symbols in narrow passages, lure them out to a wider area.

Before the boss battle at the summit, save at the memory array located on the mid-mountain.

Occurring Long Chat → P.491

Period	Chat Name
■After	MAIN Rising Anxiety
2 Later	MAIN Alvin's Apology

Occurrence Short Chat P.496

Timing	Content	Conditions
After arrival	[Rei] It's starting to rain~	Proceed from the trailhead of Mount Ni-Akeria
	[Roe] Be careful~	Stay in Mount Ni-Akeria for over 1 minute
	[Roe] Hah, hah...~...	Stay in Mount Ni-Akeria for over 2 minutes
② Later	[Eri] What an amazing view~	Stay at the summit of Mount Ni-Akeria for over 30 seconds

Enemy: Prioritize defeating the Flower Harpy

Using the wide-range attack "Arrivederci," the Flower Harpy, which also calls allies with "Coal Friends," is troublesome. When it appears, defeat it first. Also dangerous is the Flower Butterfly, which scatters scales over a wide area with "Dance of Corruption" and "Ring Dance of Corruption." Use moves that knock them down to stop their movement and avoid situations where you are repeatedly attacked by multiple foes.

Megisto Strent's "Bond-Sunder Twin Hands" has an effect that prevents resonance.

Enemies that appear

Silva Horse P.466

Speed Lv. 49 HP 6000

Element 火 Water 風 雷 氷 闇

Flower Harpy P.477

Magic Lv. 49 HP 5500

Element 火 水 風 雷 光 闇

Flower Butterfly P.477

Magic Lv. 48 HP 5100

Element 火 水 風 雷 光 闇

Megisto Strent P.481

Power Lv. 49 HP 8800

Element 火 水 風 雷 光 闇

Flowchart & Map

START

Proceed slightly northwest (from point 1)

2 Battle Defeat Agria (2) and Preza (3) at the summit — BOSS 1

Party Alvin joins (before battle)

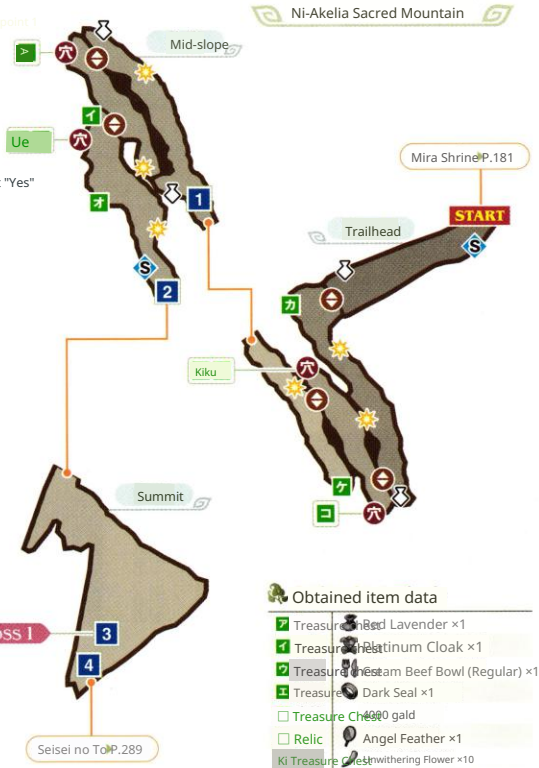
Item Obtain father's memento

Title Conqueror of the Four-Phase Blade

Approach the three-dimensional rift and select "Yes"

Go to the 4th Seisei Path

To Seisei Path ▶ P.289



Ni-Akeria Sacred Mountain's Random Treasure

Exploration Point

Beast mane ×2~4	18%
Rare Metal ×2~4	18%
Masakome wood ×2~4	14%
Deadly Poison Needle ×2~4	14%
Monster Fish Fin ×2~4	10%
Black Egg ×2~4	10%
Strange Lump ×1~2	8%
Jet-Black Feather ×1~3	8%

Exploration Bag

1300~1950 Gald	18%
Beast Mane ×3~8	18%
Masakime Wood ×3~8	16%
Monster Fish Fin ×3~8	14%
Jet-Black Feather ×2~6	14%
Strange Lump ×2~6	12%
2600~3900 Gald	8%

Obtained item data

Treasure Chest	Bad Lavender ×1
Treasure Chest	Platinum Cloak ×1
Treasure Chest	Cream Beef Bowl (Regular) ×1
Treasure Chest	Dark Seal ×1
Treasure Chest	4000 gald
Relic	Angel Feather ×1
Ki Treasure Chest	Withering Flower ×10
Treasure Chest	Platinum Guard ×1
Ke Treasure Chest	Jet-Black Feather ×4
Treasure Chest	Despecific ×1

BOSS 1 "Flame Dance Formation" — Leave the troublesome Agria for later

Use "Spirit Summon" to call Fire Spirits You want to take down Agria quickly, but the powerful surrounding attack "Flame Dance Formation" makes it hard to engage. First deal with Presa — that is the sensible move. However, if Fire Spirits appear, prioritize them. Note that the enemy resonance skill "Raging Mist" can be avoided by moving a long distance.

If you want to stall the enemy, Rowen's "Tidal Wave" is best.

Agria (2) ▶ P.454

Lv.	51	Copper Body	5
HP	45000		
Element	火 Fire / 水 Water / 風 / 地 / Light / 闇		
Drops	Wisdom Ring (100%)		
Can be stolen	Blue Chamomile (100%)		

Preza (3) ▶ P.479

Lv.	52	Steel Body	6
HP	49000		
Attributes	Fire / Water / 風 / 地 / Kogan		
Drops	Soul Ring (100%)		
Stealable	Blue Basil (100%)		

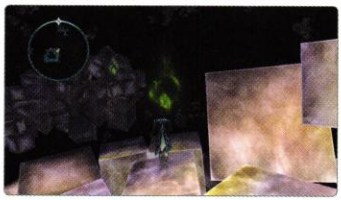
Path of World Refinement

At the summit of Mount Reizan, there was an entrance to another world where mana overflowed. T
he party, without hesitation, leapt into an unstable rift that seemed about to vanish and arrived in a dark world wher

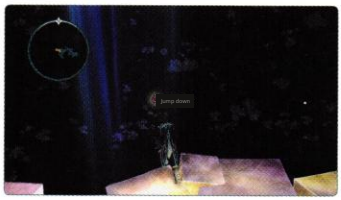
Recommended L.Lv. 55 Event List Seeking Freedom of the Heart

Guide Aim for the four-color lights

At the very start, the surroundings are dark and you canno
t discern the terrain at all. First, head toward the green light
visible ahead, and touch the yellow light. The area will then b
righten and the location map will become usable. After that,
you should proceed toward the blue light and the red light. Move
ment via these lights is all one-way, and there are no treasure ches
ts or investigation points here. Keep moving forward and aim fo
r the deepest area where Maxwell is located.



Proceed through a
nd move forward. A passage
will appear ahead. When you touch the green light here, your visio



Can jump down and mo
ve. Move, and from places w
ith a blue light touch the red light to move upward

Occurrence short chat P.496

Period	Content	Conditions
Upon arrival	[Low] There is such a world ~ Remain on the path of the world for more than 30 seconds	

Enemy Weapons with elemental attributes are hard to use

The four types of enemies that appear each have differe
nt elemental weaknesses and resistances—fire, water, win
d, and earth. Therefore, using a weapon of one of those el
ements will give you an advantage against one type of ene
my but will deal reduced damage to another. Here you sho
uld equip a light-attribute or dark-attribute weapon, or a w
eapon with no attribute. If you do not have those, switch th
e techniques you use depending on the opponent.

Raise each resistance. E
nemies' attacks also have fir
e, water, wind, and earth attributes. Skills

Enemies that appear

Earth Element P.453
Strange Lv. 52 HP 8200
Attributes: Fire, Water

Wind Element P.457
Magic Lv. 52 HP 6200
Element 火 Water 風 Earth 光 闇

Water Element P.458
Strange Lv. 52 HP 6700
Element 火 水 風 Earth 光 闇

Fire Element P.475
Technique Lv. 52 HP 6600
Element 火 Water 風 Earth 光 闇

Flowchart & Map

START

1 Touch the yellow light

2 Touch the red light

戦闘 Jump down to Max

3 When you defeat the well, the boss fight will start automatically

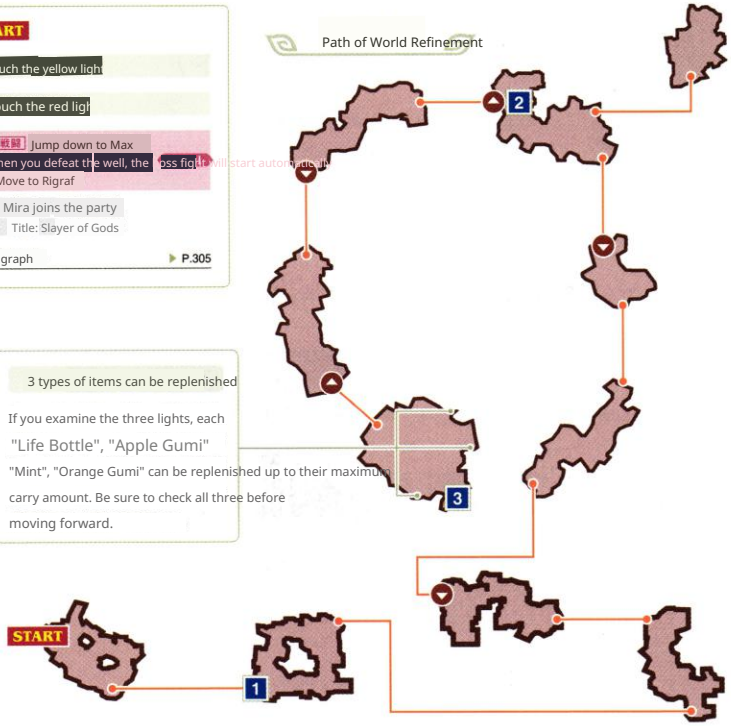
Move to Rigraf

Mira joins the party

Title: Slayer of Gods

To Trigraph ▶ P.305

Path of World Refinement



3 types of items can be replenished

If you examine the three lights, each "Life Bottle", "Apple Gumi" "Mint", "Orange Gumi" can be replenished up to their maximum carry amount. Be sure to check all three before moving forward.

BOSS 1 The real battle begins once Mira joins!

In the battle with Maxwell, an event triggers each time a certain amount of damage is dealt. After each event, everyone should be near death, so recover quickly. After the third event, Mira joins and Maxwell's HP fully recovers. This is where the real fight begins.

At the start of the fight, the enemy is weak to Water and resistant to Fire, but it changes by using "Attribute Change". Frequently check the opponent's weaknesses and resistances and unleash attacks of the effective element. Also, Maxwell's "Raging Sun" has a very wide attack range, so deal with it using Magic Guard.

Flow of the Maxwell battle

When Maxwell's HP falls to 80% or below, an event occurs after using "Stop F… "Raging Sun".

When Maxwell's HP falls to 70% or below, an event occurs after using the secret art "Elemental Meteor".

When Maxwell's HP falls to 60% or below, an event occurs after using the secret art "Elemental Meteor", and Mira joins (the menu screen opens at this time).

Maxwell's HP fully recovers and the rematch begins

Maxwell ▶ P.480

Lv.	60	Copper Body	9
HP	70000		
Attribute	Fire Water 風 地 光 闇		
Drops	Elemental (100%)		
Can be stolen	Element Mantle (100%)		

Maxwell's resistance can also be identified by the color of the emblem on the weapon as well.

※ : Defense attributes change into four patterns through "Attribute Change." If you have resistance to Fire, Water becomes your weakness; if you have resistance to Water, Fire becomes your weakness. If your weakness is Earth; if you have resistance to Earth, Wind becomes your weakness.

Kizil Sea Waterfall (Spirit World)

To cancel Muse's magic, Mira staked her own life and poured mana into Krusnik's spear.
Having exhausted her power and on the verge of vanishing, the four Great Spirits spoke to her.

Recommended L.Lv.51 Event List: A New Memory ~ Their Plan

Guide Stop by Ni-Akeria, then proceed to the Gari Passage

From the starting point, proceed east to reach the next destination, Gari-kan Path (Spirit Realm). However, before that, head to the west shore and stop by Ni-Akeria (Spirit Realm). That way, later when you go to Ni-Akeria you can easily travel there from the world map. By the way, Mira in the Spirit Realm has not only a different appearance but also a changed personality.

From the starting point After advancing a short distance, you will be able to command the Four

Occurrence short chat P.496

Period	Content	Conditions
Upon Arrival	Sil: This area feels strange~	Remain in Kijiru Waterfall (Spirit Realm) for more than 30 seconds
	[Sil] Yeah, a fake.	Talk to the women at the entrance of Ni-Akeria (Spirit Realm)
	[Un] The water spirit's force...	Talk to the women at the entrance of Ni-Akeria (Spirit Realm)
	[Sil] Hmph, before we start~	Talk to the women at the entrance of Ni-Akelia (Spirit World)
	[If] Why are people gathering	Talk to the women at the entrance of Akelia (Spirit World)

Enemy Increase resistance to water-attribute attacks

Many of the enemies that appear possess water-attribute attack methods. Set the skill "Aqua Guard" or raise water resistance with armor. In the Spirit Realm you will be fighting alone as Mira, so fortifying your defenses is important. Also, since most enemies are weak to fire, setting "Ifrit" is recommended.

For accessories, the "Holy Symbol," which recovers HP every 2 seconds, is recommended.

Enemies that appear

Wont (Spirit Realm) P.459
Power Lv. 46 HP 5500
Attribute: Fire Water Wind Earth Light Dark

Otaota (Spirit Realm) P.460
Strange Lv. 43 HP 3900
Attribute: Fire Water 風 Chiguang 闇

Clubman (Spirit Realm) P.462
①Guard Lv. 45 HP 5200
Element 火 水 Wind Chiguang 闇

Gekogeko (Spirit Realm) P.463
?Strange Lv. 45 HP 4800
Attribute: 火 水 Wind Earth 光 闇

Shoremandra (Spirit Realm) P.465
⑥ Technique Lv. 45 HP 4000
Attribute: Fire Water 風 Earth 光 闇

Flowchart & Map

START

1 From below the waterfall, proceed northeast or southwest

P.292

Kizil Sea Waterfall (Spirit World) Random Treasure

Exploration Point

Masakome wood ×2–4	18%
Deadly Poison Needle ×2–4	18%
Monster Fish Fin ×2–4	14%
Black Egg ×2–4	14%
Monstrous Bird Claw ×2–4	10%
Magic Ore ×2–4	10%
Strange Lump ×1–2	8%
Jet-black Feather ×1–3	8%

Exploration Bag

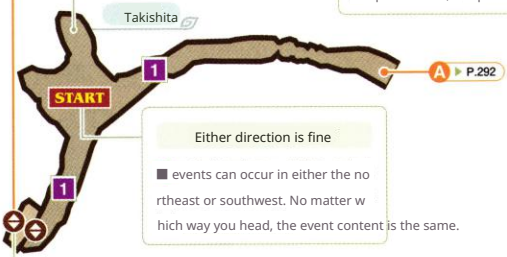
1400–2100 Gald	18%
Straight-grain wood ×3–8	18%
Monster Fish Fin ×3–8	16%
Monstrous Bird Claw ×3–8	14%
Jet-Black Feather ×2–6	14%
Strange Lump ×2–6	12%
2800–4200 Gald	8%

Kizil Sea Waterfall (Spirit Realm)

Ni Akeria (Spirit World) P.299

Talk with the Four Great Spirits

Around the starting point, the Fou r Great Spirits can be found. They will disappear once you follow cert ain procedures, so speak with them before that happens.



Either direction is fine

■ events can occur in either the no rtheast or southwest. No matter w hich way you head, the event content is the same.

Head to Ni-Akeria

To make future travel easier, visit Ni-Akeria once and register it on the World Map.

Obtained Item Data

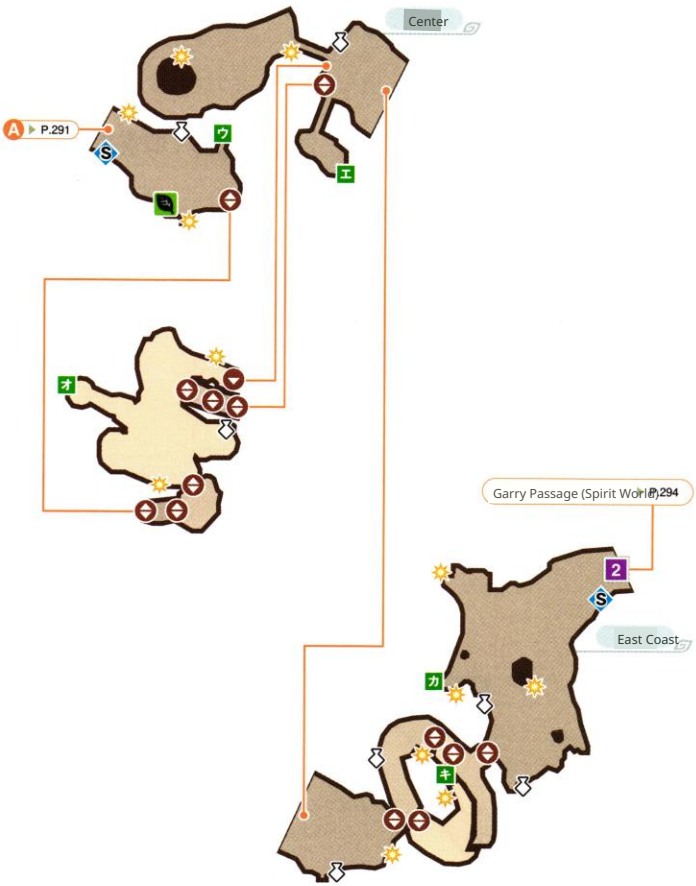
Treasure Chests: Sharp Scissors ×11

Group Chests: Five Jet-Black

Flowchart & Map

Go to the Gali Passage between 2 (Spirit World)

Garry Passage (Spirit World) ~ Ha... (Spirit World) P.294



Obtained item data

- ウ Treasure Chest French Toast Special ×1
- エ Treasure Chest Apple Gummies ×3
- オ Treasure Chest Monster Fish Fin ×6
- カ Treasure Chest Paladin Mantle
- キ Treasure Chest Blue Rosemary ×1

Garry Passage (Spirit World) ~ Ha-mil (Spirit World)

Mira was spared from annihilation by the power of the four great spirits, but she had lost her memo ry. As if trying to recall it, she begins to wander through a world that looks vaguely familiar.

Recommended L. Lv. 52 Event List Their Plan

Guide Head east toward Ha-mil (Spirit World)

In Garry Passage (Spirit World), investigate exploration poi nts and open treasure chests as you head east toward Ha-mil (Spirit World). Ha-mil has beds available for free use, so if yo u are exhausted from battles, you should rest. Also,

The sub-event "In a Dream 1" occurs in Ha-mil. You can proceed without triggering it, but to enjoy the story m ore, be sure to clear it. If you advance to Ni-Akeria (Spir it World) (p.298), you will never be able to see it again.

Triggered Sub-Events P.346

Period	Event Name	Location	Overview	Reward
After	096 In a Dream 1	Ha Mir Western Region	Occurs when you examine the south door of the storage hut. Save the villagers from monsters and stay overnight at the village chief's house	–

Occurrence short chat P.496

Period	Contents	Conditions
Later	[-] This is my festival~	Ha·Mil (Spirit World) Approach the entrance on the Ilart side of the eastern path
	[If] It seems something is ~	Ha·Mil (Spirit World) Talk to the man by the tree in the east
	[No] Let's go to the sacred mountain!	Ha·Mil (Spirit World) Talk to the man near the weapon shop in the east
	[If] The black box... or something	Ha·Mil (Spirit World) Talk to the man with a child in the east
	[Un] How pitiful...~	Ha·Mil (Spirit World) Talk to the child in the east

Enemy Setting "Gnome" gives you an advantage in battle.

All enemies appearing on the Gali path are w eak to Earth attribute, so use "Gnome" to deal h eavy damage. Prioritize fast-moving Axe Beak (S pirit World) and Rapid Horse (Spirit World). Also, Insect Plant (Spirit World) and Tortoise (Spirit World) have Earth-attribute attacks. Deal with t hem using skills like "Earth Guard."

Insect Plant sweeps with its arms so guard instead of trying to flank.

Enemies that appear

Axe Peak (Spirit World) P.455

Power Lv. 45 HP 4900

Element 火 Water 風 地 光 闇

Insect Plant (Spirit World) "Po wer P.456

Lv. 46 HP 8400

Element 火 水 風 地 光 闇

Tortoise (Spirit World) P.471

Guard Lv. 46 HP 7000

Element 火 水 風 地 光 闇

Rapid Horse (Spirit World) P.484

Speed Lv. 46 HP 5200

Element 火 Water 風 地 Koyo

Flowchart & Map

START

1 Go to Ha-Miru (Spirit World)

Go to 2 Ilat Passage (Spirit World)

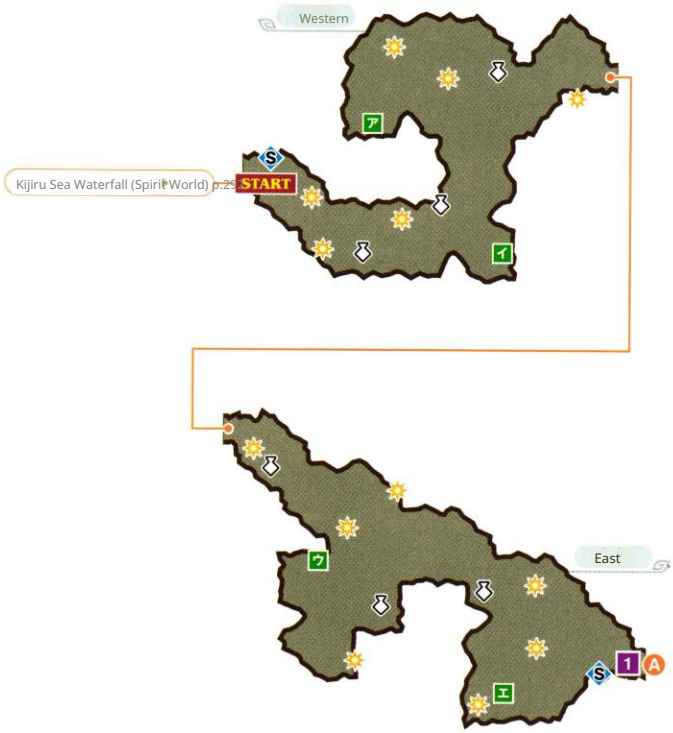
Ilat Passage (Spirit World) ~ To Ilat Sea Stop (Spirit World) ▶ P.297

Random treasure in Gari Passage (Spirit World)

Exploration Point	
Straight-grained timber ×2–3	18%
Venomous needle ×2–3	18%
Monster fish fin ×2–3	14%
Black Egg ×2–3	14%
Monster Bird Claw ×2–3	10%
Magic Ore ×2–3	10%
Strange Lump ×1	8%
Jet-Black Feather ×1–2	8%

Exploration Bag	
1,400 Gald	18%
Masame wood ×3–6	18%
Monster fish fin ×3–6	16%
Monster bird talon ×3–6	14%
Jet-Black Feather ×2–4	14%
Strange Lump ×2–4	12%
2,800 Gald	8%

Gali Passage (Spirit World)



Obtained item data

Treasure chest A	Fruit Cheese Large ×1
Treasure chest 1	4,000 Gald
Treasure chest ウ	Sand Crab ×22
Treasure chest エ	Demon Gummy ×2

Ha-Mil (Spirit World) Random Treasure

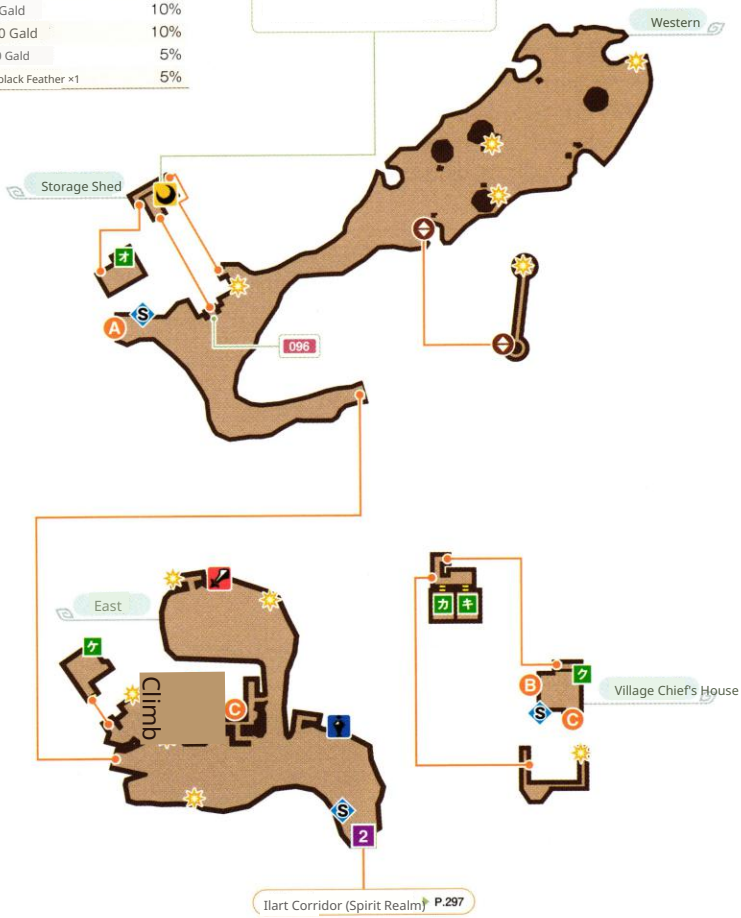
Exploration Point

Insect Larva Legs ×1	14%
Beast Mane ×1	13%
Rare Metal ×1	13%
1 Gald	10%
5 Gald	10%
10 Gald	10%
50 Gald	10%
100 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

Hamil (Spirit World)

Rest in bed

Sub-event "In a Dream 1" includes battles with two Flower Harbies (Spirit World) and a Wont (Spirit World). Enter the storage shed from the east and recover at the bed first.



Acquired item data

Strange Lump on the Shelf ×2	
□ Shed	8 Apple Gummies ×1
Mouth shelf	Pine Gummy ×1
□ Shed	Lemon Gummy ×1
Shelf	Black Egg ×3

Ilart Corridor (Spirit Realm) ~ Ilart Seaport (Spirit Realm)

Memories within a dream. Encounters with people. Having experienced several things in Ha-Mil, Mira gradually begins to remember "something." Seeking a new "something," she takes another step forward.

Recommended L. Lv. 52 Event List Their Plan ~ Mira's Memories

Guide Exploring the Irath Sea 停 Heading to the (Spirit Realm)

In the Ilart Corridor (Spirit Realm), no events in particular occur. After exploring westward, proceed to Ilart Seaport (Spirit Realm) Go to 3. Upon arriving at Ilart Seaport, approach a pair of men, then talk to the woman at the inn. Also, in the sub-event "In the Dream 2," you can see Mira's memories gradually returning, so be sure to check it out.

Triggered Sub-Events P.346

Period	Event Name	Location	Overview	Reward
After 3	097 In the Dream 2	Ilart Seaport Inn Lobby	If you stay at the inn in Ilart Harbor, Mira dreams of Jude	–

Occurrence short chat P.497

Period	Content	Conditions
After arrival	[Sil]: This is such a hassle~	Remain in Ilart Pathway (Spirit Realm) for over 30 seconds
	[If]: You're getting too worked up~	Remain in Ilart Pathway (Spirit Realm) for over 1 minute
After 4	[Un]: Muze is kind~	Talk to the man by the tree in the eastern part of Ha-Mil (Spirit Realm)
	[-]: That apprentice.....~	Talk to the old man in the eastern part of Ha-Mil (Spirit Realm)
	[Un]: Could it be... the spirit mo...	Talk to the man near the weapons shop in the eastern part of Ha-Mil (Spirit Realm)
	[Sil]: The split form is, simply p...	Talk to the man with children in the eastern part of Ha-Mil (Spirit Realm)
	[If]: Hmph..... the world~	Talk to the man in blue clothing in the western part of Ha-Mil (Spirit Realm)

Enemy Exploit enemies' weaknesses with "Sylph"

Enemies in the Ilart Pathway are all weak to wind attribute, so "Sylph" is extremely effective. What to watch out for here is the tail-swinging attack of the NeedleSpider (Spirit Realm). If it hits, Mira's facing will change, so quickly turn around to prevent follow-up attacks from behind. Goblin (Spirit Realm)

The skill "Wind Lance" should be avoided with a freerun dodge.

If a fast-moving Wolf (Spirit Realm) appears, you should prioritize defeating it.

Enemies that appear

Wolf (Spirit Realm) P.459

Speed Lv. 47 HP 4400

Element 火 水 風 Earth 光 闇

Goblin (Spirit Realm) P.464

Technique Lv. 46 HP 3600

Attribute Fire Water 風 地 光 闇

Needle Spider (Spirit Realm) P.472

"Power Lv. 47 HP 5700

Attribute: Fire Water 風 Earth Light Eclipse

Flowchart & Map

START

1 Go to Irath Sea Stop (Spirit Wo

2 Approach the pair of men

3 Talk to the woman in the inn lo

4 Approach the entrance to Irath Pathway

5 Go to Ni-Akeria (Spirit World) from the world map

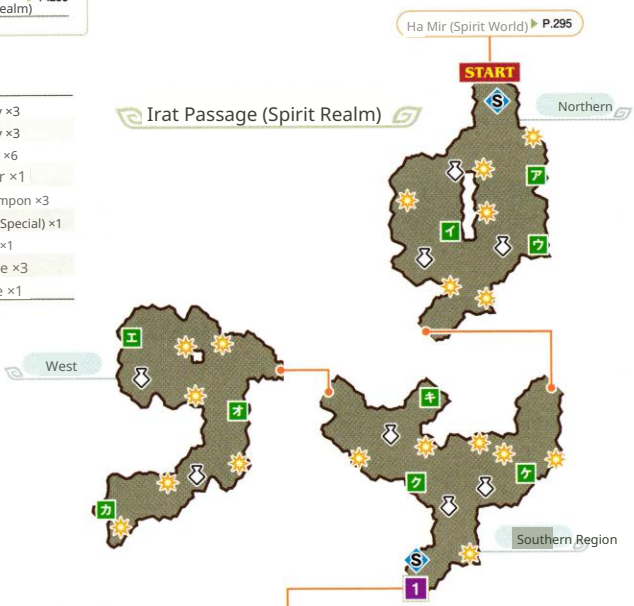
To Ni-Akéria (Spirit Realm) ~ To Sogd Swamp Path (Spirit Realm) P.299

Irath Pathway (Spirit World) Random Treasure

Exploration Point		Exploration Bag	
Masakome wood ×2–4	18%	1400–2100 Gald	18%
Deadly Poison Needle ×2–4	18%	Straight-grain wood ×3–8	18%
Monster Fish Fin ×2–4	14%	Monster Fish Fin ×3–8	16%
Black Egg ×2–4	14%	Monstrous Bird Claw ×3–8	14%
Monstrous Bird Claw ×2–4	10%	Jet-Black Feather ×2–6	14%
Magic Ore ×2–4	10%	Strange Lump ×2–6	12%
Strange Lump ×1–2	8%	2800–4200 Gald	8%
Jet-black Feather ×1–3	8%		

Obtained item data

- Treasure chest Mix Gummy ×3
- Treasure chest Mix Gummy ×3
- Treasure chest Jet-Black Feather ×6
- Treasure chest Blue Lavender ×1
- Treasure chest Rust-colored Pompon ×3
- Treasure chest Vegetable Stick (Special) ×1
- Treasure chest Miracle Gummy ×1
- Treasure chest Panacea Bottle ×3
- Treasure chest Miracle Bangle ×1



Random treasure in Irat Sea Port (Spirit Realm)

Exploration Point	
Insect Larva Legs ×1	14%
Beast Mane ×1	13%
Rare Metal ×1	13%
1 Gald	10%
5 Gald	10%
10 Gald	10%
50 Gald	10%
100 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

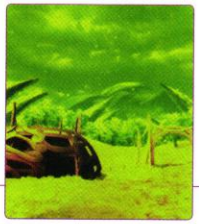
How to go to Ni-Akéria

Never to Ni-Akeria (Spirit World)

If you haven't stopped by, the world ma

You cannot go from ブ. In that case, use the world map to go to キジル

Go to the Sea Waterfall and head west.



Ni-Akeria (Spirit World) ~ Sogod Wetlands (Spirit World)

Muse appeared before the Four Great Spirits with a smile. Her mission was to erase those who knew the Severed-World S

Mila, having entered the village, witnesses a horrific scene.

Recommended L.Lv. 35 Event List: Mira's Memories

Guide: Sub-events occurrence and exploration are the main focus

If you only advance the story, Ni-Akeria (Spirit World) is merely a passage to Ni-Akeria Approach (Spirit World), and you do not need to go to Sogd Marsh Path (Spirit World). However, a sub-event "In the Dream 3" occurs at the Ni-Akeria meeting hall. Therefore, try to stop by whenever possible. Also, if you plan to go to Sogd Marsh Path, visit Ni-Akeria Approach (Spirit World) once first. Doing so will cause the Four Great Spirits who left at the entrance to regroup, allowing you to command them again.

Many people are lying collapsed in the village. Ask what happened.

At Ibal's house you can obtain 1000 Gald. Be sure to pick it up.

Triggered Sub-Events P.346

Period	Event Name	Location	Overview	Reward
Upon arrival	098 In the Dream 3	Ni-Akeria Meeting Hall	When you enter the meeting hall, Mira has a dream. You can hear the conversation between Mira moments before her death and the Four	—

Enemy Prioritize defeating Water Spirits (Spirit Realm)

In the Sogd Wetlands, the enemy Water Spirits (Spirit World) are troublesome. They attack from a distance with the light-element "Light Cannon" and use the water-element spell "Blue Sphere." Defeat them as soon as they appear. Also, the Cockatrice (Spirit World)'s "Divide Smell" cannot be stopped once it starts its attack. If it raises its hind leg, it's safest to move away.

"Divide Smell" is Guard Unlawful. You can't. Avoid being surrounded. Move about ca

Enemies that appear

Water Spirits (Spirit World) P.458
Magic Lv. 47 HP 4200
Attrib Fire Wa 風 地 光 闇

Grand Boar (Spirit World) P.462
Power Lv. 48 HP 6000
Attributes: Fire, Water 風 Light 闇

Cockatrice (Spirit Realm) P.464
③ Technique Lv. 48 HP 4800
Element 火 水 風 Earth 光 闇

Parus Chunchun (Spirit Realm) P.473
③ Technique Lv. 47 HP 3550
Element 火 水 風 Light 闇

Flowchart & Map

START

1 Go to Ni-Akeria Approach (Spirit Realm)

Ni-Akeria Approach (Spirit Realm) ~ To Mira Shrine (Spirit Realm) P.300

Ni-Akeria (Spirit Realm)

Kizil Sea Waterfall (Spirit World) P.291

Ni-Akeria Approach (Spirit World) ~ Mira Shrine (Spirit World) (P.300)
Available thereafter

Ni-Akeria Approach Path (Spirit World) P.300

Resting at the gathering hall

If you examine the bed in the gathering hall, you can stay overnight for free. Also, the first time you enter, the sub-event "In a Dream 3" will occur.

Of Ni-Akeria (Spirit Realm) Random Treasure

Exploration Point

Insect Larva Legs ×1	14%
Beast Mane ×1	13%
Rare Metal ×1	13%
1 Gald	10%
5 Gald	10%
10 Gald	10%
50 Gald	10%
100 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

Sogd Swamp Path (Spirit World)

Sogd Swamp Path (Spirit World) Random Treasure

Exploration Point

Masakome wood ×2~4	18%
Deadly Poison Needle ×2~4	18%
Monster Fish Fin ×2~4	14%
Black Egg ×2~4	14%
Monstrous Bird Claw ×2~4	10%
Magic Ore ×2~4	10%
Strange Lump ×1~2	8%
Jet-Black Feather ×1~3	8%

Exploration Bag

1,400~2,100 Gald	18%
Masakime Wood ×3~8	18%
Monster Fish Fin ×3~8	16%
Monstrous Bird Claw ×3~8	14%
Jet-Black Feather ×2~6	14%
Strange Lump ×2~6	12%
2800~4200 Gald	8%

Obtained item data

A shelf 1000 gald

Treasure chest Savoury ×1

Treasure chest Blue Jasmine ×1

Treasure chest Red Verbena ×1

Ni-Akeria Approach (Spirit World) ~ Mira Shrine (Spirit World)

As Mira's memories slowly returned, she, of her own will, pursued the four great spirits that were about to disappear. Sensing her resolve, the four great spirits once again joined her in action.

Recommended L.Lv. 55 Event List Mira's Memories ~ To You

Occurrence short chat P.497

Period	Content	Conditions
Upon Arrival	[Shiru: As I thought, it's you~	Talk to the fallen people in Ni-Akeria (Spirit World)
	[If: Muse's power is strong~	Talk to the fallen people in Ni-Akeria (Spirit World)
	[Un: Muse's judgment is~	Talk to the fallen people in Ni-Akeria (Spirit World)
	[No:] It looks painful.~	Talk to the fallen people in Ni-Akeria (Spirit World)
② After	[Un: Ni-Akeria Spirit~	Stay in Mira Shrine (Spirit World) for more than 15 seconds
	[Un: With this, the memories are~	Talk to the woman near the Kijiru Sea Waterfall entrance in Ni-Akeria (Spirit World)
	[Shiru: Lord Maxwell~	Talk to the old man near the Ni-Akeria Approach entrance in Ni-Akeria (Spirit World)

Enemy: Butterfly (Spirit World) has a relatively wide attack range

Among the enemies that appear in Ni-Akeria Approach (Spirit World), be particularly wary of the Butterfly (Spirit World). With "Dance of Corruption" and "Round Dance of Corruption," it attacks a wide area. If an enemy appears, prioritize defeating it first. The other enemies do not have particularly dangerous attacks and have relatively slow movement speeds, so you should not have much difficulty.

Enemies that appear

Mushroom Goblin (Spirit World) P.461
Technique Lv. 49 HP 3800
Attribute 火 水 風 Earth 光 闇

Chun-Chun (Spirit World) P.469
Technique Lv. 48 HP 3400
Element 火 水 風 地 光 闇

Trent (Spirit World) P.471
Power Lv. 47 HP 8200
Attribute 火 Water Wind Earth Light Wax

Butterfly (Spirit World) P.473
Magic Lv. 48 HP 4700
Attributes: Fire Water 風 地 光 闇

Flowchart & Map

START
1 Go to Mira Shrine (Spirit Wor
2 [Combat Talk to Muse] Defeat Muse (2) BOSS !
Item Obtain Soul Light
Title Guardian of the Four
3 Investigate the cloth in the company and go to Ni-Akeria Spirit Mountain (Spirit World) Go
To Ni-Akeria Spirit Mountain (Spirit World)

Ni-Akeria Approach (Spirit World)

二 Akeria (Spirit World) P.299

Ni-Akeria Approach (Spirit World)
Random Treasure

●Exploration Point

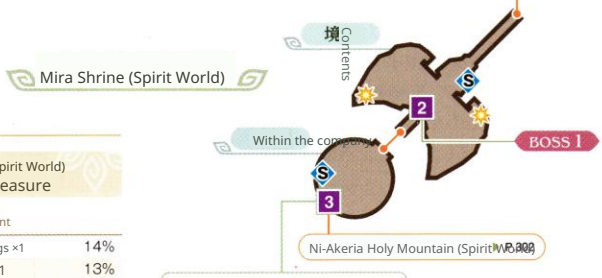
Straight-grained timber ×2–3	18%
Venomous needle ×2–3	18%
Monster fish fin ×2–3	14%
Black Egg ×2–3	14%
Monster Bird Claw ×2–3	10%
Magic Ore ×2–3	10%
Strange Lump ×1	8%
Jet-Black Feather ×1–2	8%

● Exploration Bag

1,400 Gald	18%
Masame wood ×3–6	18%
Monster fish fin ×3–6	16%
Monster bird talon ×3–6	14%
Jet-Black Feather ×2–4	14%
Strange Lump ×2–4	12%
2,800 Gald	8%

Prepare at the general store

At Mira Shrine (Spirit World) there is a battle with Muse. In addition to st ocking up on healing items, you sho uld make sure your equipment is currently the best available.



Mira Shrine (Spirit World)
Random Treasure

●Exploration Point

Insect Larva Legs ×1	14%
Beast Mane ×1	13%
Rare Metal ×1	13%
1 Gald	10%
5 Gald	10%
10 Gald	10%
50 Gald	10%
100 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

Examine the cloth and proceed

Obtained item data

Treasure Chest (A) Divide
Treasure Chest Lemon Gummy ×2
Treasure Chest Jet-Black Feather ×7
Treasure Chest Blue Chamomile ×1
Treasure Chest Deluxe Fruit Salad ×1
Treasure Chest Elixir ×1

BOSS 1 Lure out the "Ezarii Whip" and counterattack

The "Ezarii Whip" Muse uses is a powerful consecutive attack, but it has a long startup and creates a large opening. Lure this attack by running around, then get behind her during that time to strike. Using items to heal should also be done during this opening. It's safe to keep your distance. When attacking, perform several normal attacks and then use "Distort Nova" to knock it down, so you won't be counterattacked. Repeat this several times to steadily deal damage.

Avoid Muse's spells and "Elemental Music" by keeping a large distance.

Ni-Akeria Holy Mountain (Spirit World)

Mira obtains a light of hope filled with her own information. If she waves this at the summit of the s
acred mountain, she can restore her memories and personality. She hurried toward the trailhead of the sacred mount

Recommended L. Lv. 57 Vent List To You ~ Seeking Freedom of the Heart

Occurrence short chat P.497

Period	Content	Conditions
Upon Arrival [If This Is the Place.~		Proceed to the summit of Mount Ni-Akeria Spirit Mountain

Enemy! Flower Harpy (Spirit Realm) that calls allies — a threat

Here, the Flower Harpy (Spirit Realm) and the Silva Horse (Spiri t Realm) are formidable foes. The former uses the wind-attribute spell "Ari- "Vedelchi" and can call allies with "Call Friends". They do so. The latter has high movement speed, so if you are engaged with other enemies it will quickly close the distance. Both should be stopped by techniques that cause a downed state.

The path often ha s many narrow ar eas. Do not try to evade recklessly; defeat enemies relia

Enemies that appear

Silva Horse (Spirit Realm) P.466
Speed Lv. 50 HP 5700
Element 火 水 風 Earth 光 闇

Flower Harpy (Spirit Realm) P.477
Magic Lv. 49 HP 5200
Attributes: Fire Water 風 地 光 闇

Flower Butterfly (Spirit World) P.477
Magic Lv. 48 HP 4900
Element 火 Water 風 地 光 闇

Megist Strent (Spirit World) P.481
Power Lv. 49 HP 9000
Attribute 火 水 風 地 光 闇

Flowchart & Map

START

Battle Proceed southeast from the summit, When you defeat 1 Maxwell, Auto BOSS 1 Automatically move to the trigraph

| Party - Someone other than Mira joins (before battle)
Item Obtain father's memento
Title: Slayer of Gods

To Trigraph P.305

Ni-Akelia Sacred Mountain

Ni-Akeria Spirit Mountain (Spirit Realm)

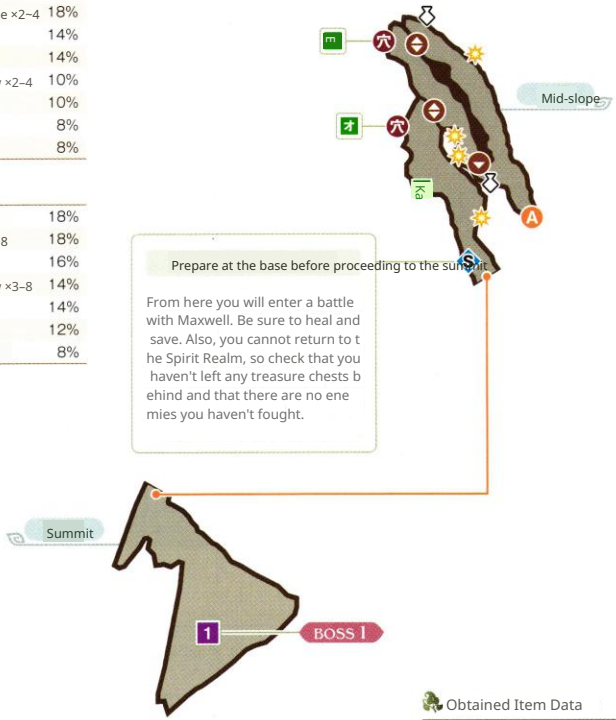
Random Treasure

Exploration Point

Masakome wood ×2–4	18%
Deadly Poison Needle ×2–4	18%
Monster Fish Fin ×2–4	14%
Black Egg ×2–4	14%
Monstrous Bird Claw ×2–4	10%
Magic Ore ×2–4	10%
Strange Lump ×1–2	8%
Jet-Black Feather ×1–3	8%

Exploration Bag

1,400–2,100 Gald	18%
Masakime Wood ×3–8	18%
Monster Fish Fin ×3–8	16%
Monstrous Bird Claw ×3–8	14%
Jet-Black Feather ×2–6	14%
Strange Lump ×2–6	12%
2800–4200 Gald	8%


Mid-slope
Prepare at the base before proceeding to the summit.
From here you will enter a battle with Maxwell. Be sure to heal and save. Also, you cannot return to the Spirit Realm, so check that you haven't left any treasure chests behind and that there are no enemies you haven't fought.
Summit
1
BOSS 1

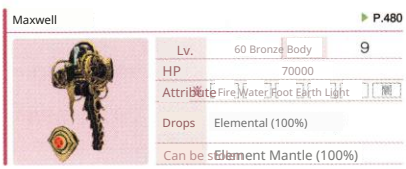
Obtained Item Data

Treasure Chest	Hourglass ×1
Treasure Chest	Pitch-black Feathers
Treasure Chest	Specific ×1
Treasure Chest	Red Lavender ×1
Treasure Chest	Steam Beef Bowl (Regular) ×1
Treasure Chest	4000 Gald

BOSS 1 Raise resistance to the four attributes to counter it

Before battle, the menu opens, so first raise the Lirial Orbs of the allies who have joined you. Then use skills and equipment to raise resistances to Fire, Water, Wind, and Earth attributes. Maxwell frequently uses attacks of these four attributes, and increasing these resistances will greatly reduce the damage from his secret art.

The thing to be most careful of among the enemy's attacks is the technique "Raging Sun." Its attack range is wide and cannot be fully avoided by freerunning, so use Magic Guard.



Maxwell is currently using attacks of the attribute that matches his current resistance.

※ By "Attribute Change," the defensive attribute cycles through four patterns. If he is resistant to Fire, Water becomes his weakness; if he is resistant to Water, Fire becomes his weakness. If he is resistant to Wind, Earth becomes his weakness; if he is resistant to Earth, Wind becomes his weakness.

Black Box Industrial City

Trigraph

After being attacked by Gaius and Muse, Maxwell tears the space and sends Jude and the others int o another dimension. The place the party arrives at is Elenpios, where the Black Boxes (Jin) run rampant.

Recommended L.Lv. 58 Event List: Otherworld Town ~ New Possibilities

Guide: After gathering information and shopping, head to the Torubaran Road

Once you can move freely through the city, be sure to go throu gh the side events that occur here. Do them all while you can. After finishing, go shopping in the commercial district and then set out for the Torubaran Road.

If you want to upgrade your weapon, choose one with the Light att ribute effective on Torubaran Road, or one with the Water or Earth attribute that will be useful further ahead.

Be sure to stop by. As s ubevent will occur, and at Tri graph Port there are two sa

Conversations among people and sidevents You will understand why i t is necessary. If you look, a black box in Elenpios

Subevent occurrence P.346

Timing	Event Name	Location	Overview	Reward
Upon arrival	099 The Inventor King	Trigraph Rodman	An inventor standing in front of Balan's room as ks you to bring "Bimetal from the 2F corridor of the Nation."	Clona Symbol
1 Later	100 Rumors of Elenpios ①	Trigraph	At the space next to the entrance of Triglaflodo Mansion, eav esdrop on the rumors of the Elenpios people on the 1F	—
	101 Dissemination of the Black Box	Trigraph Rodman Mansion Room 102	Enter Room 102 to hear the story of a girl who overcame illness thanks to the black box	—
	[102 The Unseen Recipe	Trigraph Civic Park	A former chef in the park asks you to b ring him a "cream croquette parfait"	Vibe, 11,400 gald
2 Later	103 A Responsible Position	Trigraph Trigraph Port	Talk to the two men at the harbor to hear t he story of a company president scolding his employees	—
	104 Gali Hunting Hunt	Trigraph Trigraph Port	A member of the vigilante group at the harbor requests you to hunt down outlaws known as "Garry hunts"	Masked Phantom Mask, 11,400 gald
7 Later	105 Circulation of Elenpios	Trigraph Commercial District	Occurs when you go to the center of the comme rcial district. Alvin will tell you about Elenpios	—

Triggered long chat p.491

Period	Chat Name
Upon Arrival	MAIN Mira's Return
	MAIN Reunion
1 Later	MAIN Cousin Baran
2 Later	MAIN Mira Is Gone.....
	MAIN Scenery of the Hometown
7 Later	MAIN The Way to Return Is.....

Triggered Short Chat P.497

Timing	Content	Conditions
1 Later	[Eri] Made of iron and stone~	Go to Triglaflodo City Park
	[Rei] This streetlamp, a spirit~	Stay in Triglaflodo for over 30 seconds
	[Jue] Such a big city~	Stay in Triglaflodo for over 1 minute
	[Eri] But..... everyone~	Stay in Triglaflodo for over 2 minutes
	[Mira] This is Maxu~	Have Mira as the leader and remain in Trigraph's Civic Park or the Commercial District for more than 10 seconds
	[Mira] Even so, ~	Have Mira as the leader and remain in Trigrap h's Civic Park or the Commercial District for more than 20 seconds

START

1 Take the elevator to Rod Mansion 1F

2 Go to the Comme

3 Go to Rod Mansion 1F

4 Take the elevator
Go to the Rod Mansion 2F corridor

5 Go to Baran's room on 2F

6 Take the elevator to Rod Mansion 1F

7 Approach the entrance to Torubaran Hi ghway in the Commercial District

Go to Torubaran Road

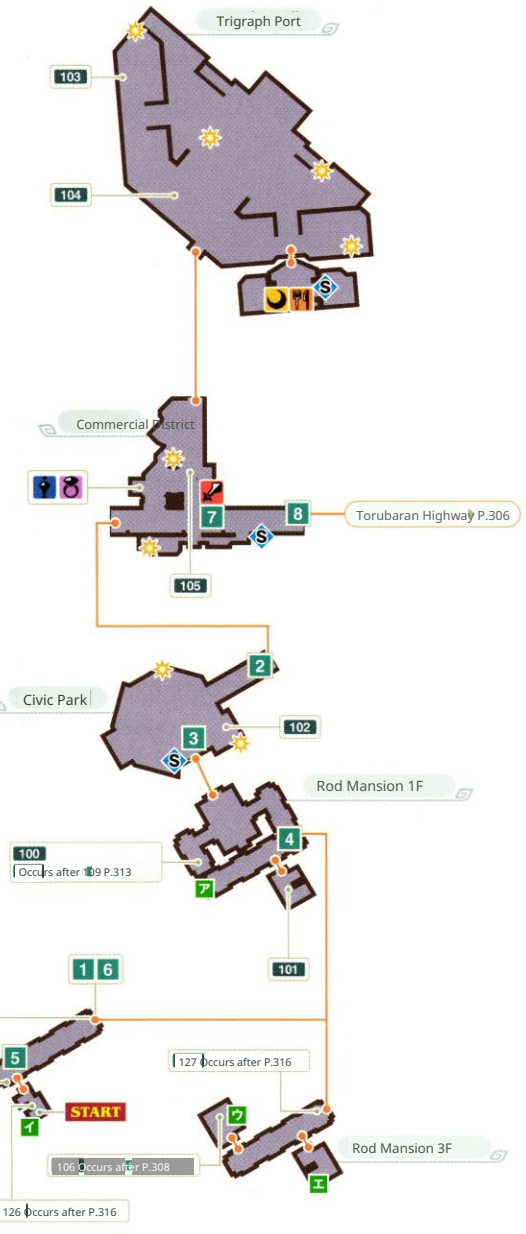
To Torubaran Road ▶ P.306

Trigraph's Random Treasure

Exploration Point

Insect Larva Legs ×1	14%
Beast Mane ×1	13%
Rare Metal ×1	13%
100 Gald	10%
50 Gald	10%
10 Gald	10%
5 Gald	10%
1 Gald	10%
500 Gald	5%
Jet-black Feather ×1	5%

Trigraph



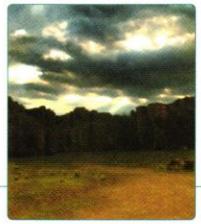
Also explore the 3F

There are two items on the mansio n's 3F. Be sure to pick them up.

Obtained item data

Shelf A	Mysterious Orb ×1
S	Miracle Gummy ×1
helf	Herb ×3
Day Shelf	& Treat ×1

Common Field



Torubaran Highway

The Helioborg base researching the Black Box (Jin) was attacked. Baron had already headed there earlier. Sensing that Gaius and his group were the attackers, the party dashes onto the highway.

Recommended L.Lv. 55 Event List New Possibilities

Occurrence short chat

P.497

Period	Content	Conditions
Upon arrival: Low — how desolate~ Remain on Torubaran Highway for more than 15 seconds		

Enemy attacks that randomly inflict status abnormalities are a threat

Receiving the "Small Calamity Stone" from the Landoman Dora or the "Breath of Despair" from the Wild Boar can inflict one of several status ailments: poison, mental corruption, magic/tech seal, skill seal, or petrification. In particular, being afflicted with a magic/tech seal or petrification drastically reduces combat effectiveness, so prepare "Panacea Bottles". Elise, who can heal everyone with "Dispel", should be equipped with an "Amulet".

"Breath" has a long reach. From a distance "Small Evil Stone" and "Spout of Despair" You still cannot be at ease.

Equip "To" and "Stone Check".

Enemies that appear

Ancient Cat P.459

Speed Lv. 54 HP 6300

Attribute: Fire Water Circle 地 Earth 風 闇

Vulture P.472

Speed Lv. 55 HP 5900

Attribute: Fire Water 風 Earth 光 闇

Random Mandrake P.485

Technique Lv. 54 HP 4900

Attribute 火 Water Phoenix Earth 光 闇

Wild Boar P.486

Q Power Lv. 55 HP 7700

Attribute 火 Water 風 Earth 光 闇

Flowchart & Map

START

11 Go to the Helioborg Base

To Helioborg Base P.309

Torubaran Highway

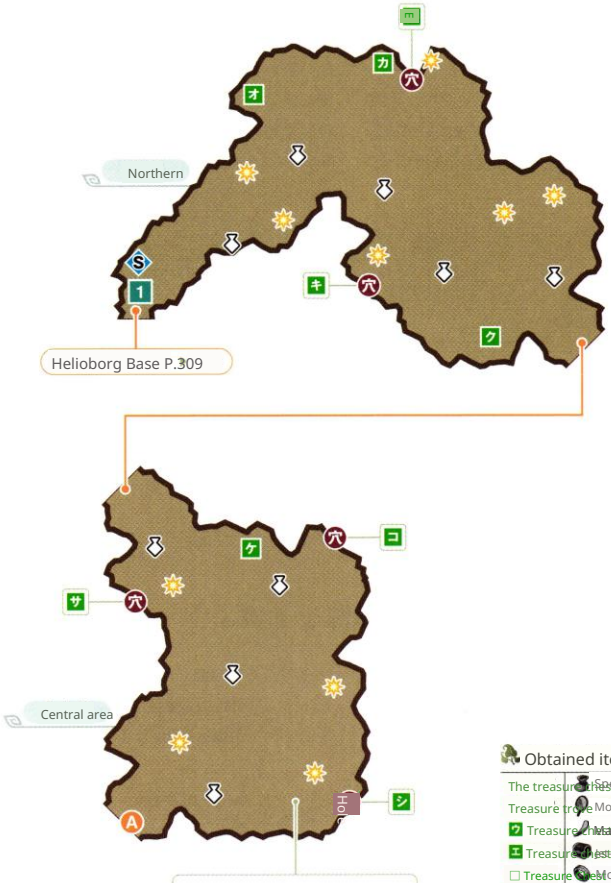
Random treasure on Torubaran Road

Exploration Point

Masakome wood ×2–4	18%
Deadly Poison Needle ×2–4	18%
Monster Fish Fin ×2–4	14%
Black Egg ×2–4	14%
Monstrous Bird Claw ×2–4	10%
Magic Ore ×2–4	10%
Strange Lump ×1–2	8%
Jet-Black Feather ×1–3	8%

Exploration Bag

1400–2100 Gald	18%
Straight-grain wood ×3–8	18%
Monster Fish Fin ×3–8	16%
Monstrous Bird Claw ×3–8	14%
Jet-Black Feather ×2–6	14%
Strange Lump ×2–6	12%
2800–4200 Gald	8%



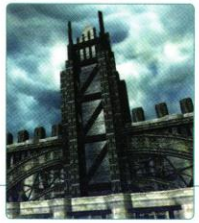
Veuwind Eye prowls around here In this area, Veuwind Eyes carrying the "Mysterious Orb" are wandering. They are formidable enemies with high HP and attack power

Therefore, save your game before taking them on.

Obtained item data

- The treasure chest: Specific Plus ×1
- Treasure chest: Monocle (single eyepiece) ×1
- Treasure chest: Masamokuzai (quartered-grain timber) ×8
- Treasure chest: Jet-Black Feather ×6
- Treasure chest: Monocle ×1
- Secret Treasure: Hunter's Monocle ×1
- Treasure Chest: 5000 Gald
- Treasure chest: Paste Gummy ×1
- Treasure chest: Fruit Yakisoba (Regular) ×1
- Treasure chest: Hourglass ×1
- Treasure chest: Red Rosemary ×1
- Treasure chest: Black Egg ×9

Common Dungeon



Helioborg Base

The base fell silent as if nothing had happened. However, the cargo at the entrance had been slashed open by someone
A large scar remained. Worried about Baran's safety, the party rushed inside.

Recommended L.Lv. 59 Event List: New Possibilities ~ The Irreversible Truth / Mira's Secret

Guide: As you progress, exploration points and enemies will no longer appear

Here you will enter the Armament Research Building and use the elevator and stairs to reach the rooftop. This elevator will go out of service for a while due to a power outage if you progress to Step 4 on the 10th floor. When you return, there will be exploration points in Sections 1 through 6.

Since torches and exploration bags no longer appear, finish exploring each sector before going to the Armament Research Building. Also, after the boss battle enemies will stop appearing inside the base. If you want to complete the monster record, fight every type beforehand.

Triggered Sub-Events P.348

Period	Event Name	Location	Overview	Reward
5 After	106 Otherworld Furnace Project	Trigraff Rodman Mansion Room 303	When you enter Room 303, an official from the Otherworld Ministry will tell you about the Otherworld Furnace project.	—
6 later	107 Overflowing Miasma	Tatar Abyss 1F	Occurs partway through Tatar Abyss 1F. To stop the miasma, head to the deepest area.	—

Occurrence short chat P.497

Period	Content	Conditions
Upon arrival	[Ro] Completely Eren~	Proceed through the corridor of the Helioborg Base Administration Building
After 4	[Al] Be careful. ~	Approach the cut cable in the corridor on the 10F of the Helioborg Base Armaments Research Building ※
	[Eri] It's so dark.....~	Proceed through the corridor on the 12F of the Helioborg Base Armaments Research Building
	[Ti] .....as expected, ~	Proceed through the corridor on the 13F of the Helioborg Base Armaments Research Building
After 5	[Rei] We'll defeat~	Proceed through Sector 5 of the Helioborg Base

※ Occurs even when approaching the cut cable in the corridor on the 14F of the Helioborg Base Armaments Research Building.

Enemy: Increase resistance to Fire and Wind attributes

Most enemies use attacks that have both Fire and Wind attributes. Raise resistance to both attributes with skills and equipment to reduce incoming damage. Also, the Sun Dark Spirits use "Punish Volt" from a distance. This technique has a wide attack range and is dangerous, so prioritize defeating this enemy when you see it.

Enemies that appear

Voltewolf P.458
Speed Lv. 57 HP 6400
Element 火 水 風 地 光 闇

Voltes Scorpion P.458
Power Lv. 57 HP 7700
Element 火 水 風 地 光 闇

Thunder Spirits P.464
Magic Lv. 56 HP 4900
Element 火 水 風 地 光 闇

Jingard SPEC2.0 P.467
① Guard Lv. 57 HP 15500
Element 火 水 風 地 光 闇

Manyft P.482
①Guard Lv. 56 HP 8800
Element 火 水 風 地 Light Path

START

Item Obtained: Outer Case of the Black Box

1 Go to Section 1

See p.310

Helioborg Base's Random Treasure

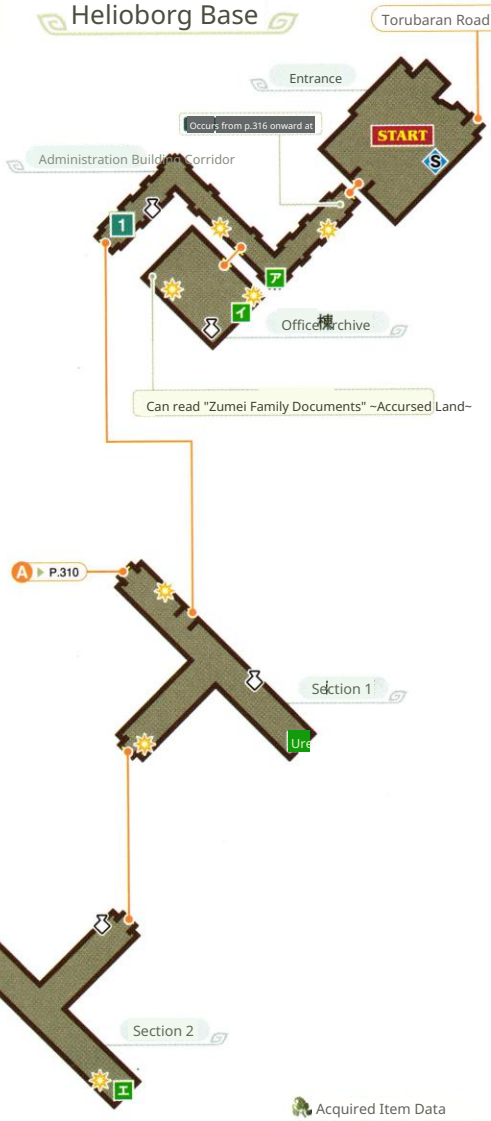
Exploration Point

Straight-grained timber ×2–3	18%
Black Egg ×2–3	18%
Monster fish fin ×2–3	14%
Magic Ore ×2–3	14%
Monster Bird Claw ×2–3	10%
Black Pearl ×2–3	10%
Jet-Black Feather ×1–2	8%
Soot-colored Pompon ×1	8%

Exploration Bag

1500 Gald	18%
Black Egg ×3–6	18%
Magic Ore ×3–6	16%
Black Pearl ×3–6	14%
Jet-Black Feather ×2–4	14%
Soot-colored Pompon ×2–4	12%
3000 Gald	8%

Helioborg Base



Acquired Item Data

A Treasure Chest 5000 Gald

イ Treasure Chest: Wine Gummy ×1

ウ Treasure Chest: Hero Hat ×1

エ Treasure Chest: Resistance Symbol ×1

Flowchart & Map

2 Take the elevator in the Armament Research Building 1F corridor
Use it to go to the 10th floor

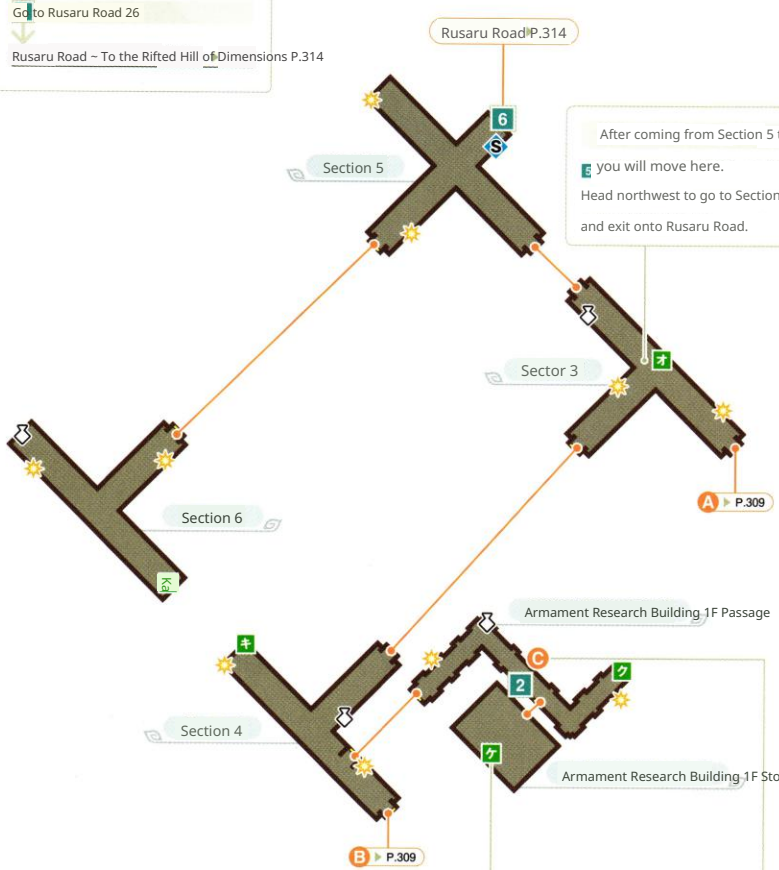
3 If you proceed a little to the northwest, you will automatically enter the computer room
Move to

4 Leave the Computer Room

5 ▶ P.312

Go to Rusaru Road 26

Rusaru Road ~ To the Rifted Hill of Dimensions P.314



Attach the box to the container where the treasure chest is
Grab the box marked with a symbol, and attach it to the container that has the treasure chest.
Then climb onto the box to open the treasure chest.

Floors other than 10F can be selected later Floors shown as "Error" on the elevator will become selectable after you progress from Rusaru Road to the Rifted Hill of Dimensions (P.314) and then return 2.

Armament Research Building 10F Computer Room
Armament Research Building 10F Corridor
Armament Research Building 10F Archives

Use the stairs to reach Armament Research Building 13F

After leaving the computer room, use the stairs to go up to the upper floors and head to the Armament Research Building 13F Laboratory.

Purchase needed items from the supplies clerk

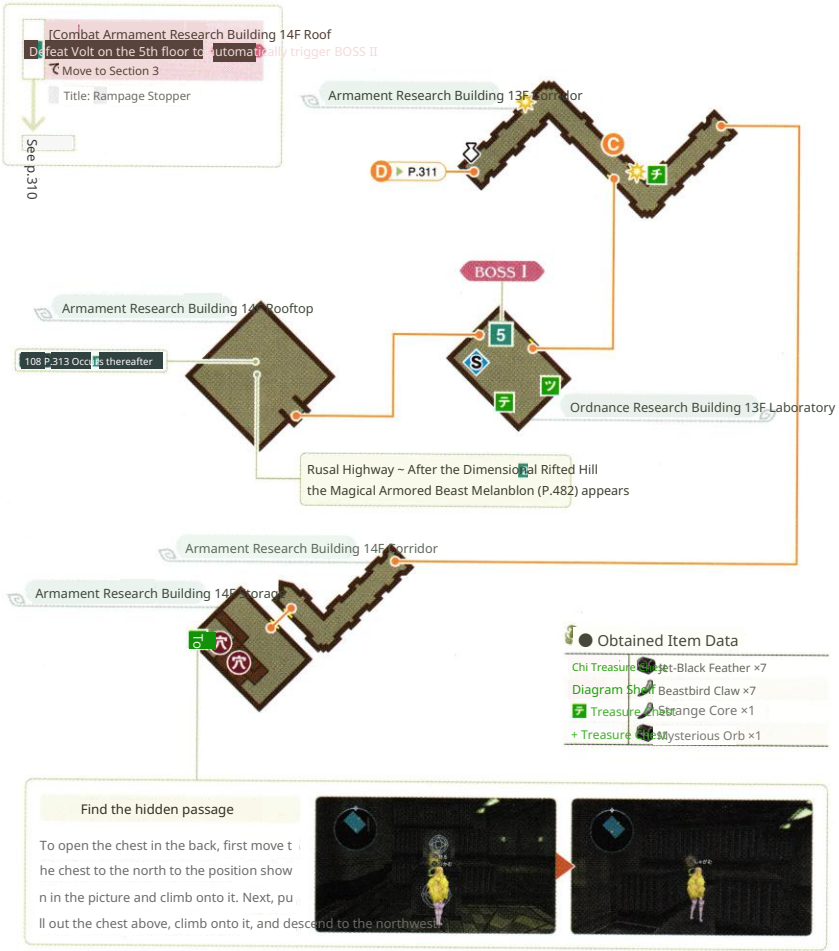
If you advance the flowchart to 4, 5 you will be unable to leave the Armament Research Building until you defeat the boss. Get new equipment or replenish healing items from the quartermaster located here.

Pull a box to create a passage
Beyond the box marked with a symbol there is a gap you can crawl through. Grab the box and pull it out to make it passable.

Obtained item data

Treasure Chest	Miracle Gummy ×1
Treasure Chest	Strong Treat ×1
Relic	Harold Mask ×1
Treasure Chest	Specific Plus ×1
Treasure Chest	7000 Gald
Treasure Chest	Liqueur Bottle ×1
Secret Treasure	Book of Supernatural Power "Extreme Maintenance" ×1
Treasure Chest	Baguette Bread Large ×1
Treasure Chest	Knife Bottle ×1
Treasure Chest	Dried Chamomile ×1
Edge Shelf	Black Pearl ×6
Treasure Chest	Elixir ×1

Flowchart & Map

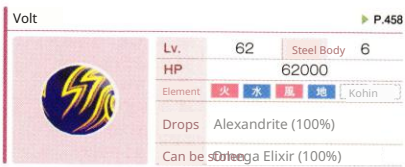

[Combat Armament Research Building 14F Roof
Defeat Volt on the 5th floor to automatically trigger BOSS II
Move to Section 3
Title: Rampage Stopper
See p.310
Armament Research Building 13F Corridor
P.311
BOSS I
Armament Research Building 14F Rooftop
108 P.313 Occurs thereafter
Ordnance Research Building 13F Laboratory
Rusal Highway ~ After the Dimensional Rifted Hill
the Magical Armored Beast Melanblon (P.482) appears
Armament Research Building 14F Corridor
Armament Research Building 14F Storage
Obtained Item Data
Chi Treasure Chest Black Feather ×7
Diagram Shard Beastbird Claw ×7
Treasure Chest Strange Core ×1
+ Treasure Chest Mysterious Orb ×1

Find the hidden passage

To open the chest in the back, first move t
he chest to the north to the position show
n in the picture and climb onto it. Next, pu
ll out the chest above, climb onto it, and descend to the northwest.

BOSS I Rowen's "Splash" is the key

Volt is quick and his attacks come out fast, so bli
ndly rushing in will only get you counterattacked. H
ave Rowen join the battle and spam the fast, weak
ness-exploiting skill "Splash." When "Splash" hits
When Volt causes the opponent's movements to halt for a momen
t, use that opportunity to unleash a combo attack. Note that most
of Volt's attacks are Fire + Wind elemental. If you raise your resista
nce to both elements, the damage taken will be negligible.



If Volt summons Sun Darts Spirits, deal with them immediately.

Common Field/Dungeon

Rusal Road ~ Rifted Hill of Dimensions

If Origin Spirit Boxes that use minor spirits become widespread, both worlds will flourish. Having deter mined the future they aim for, Jude and the others search for a way back to Riese Maxia.

Recommended Lv. 59 Event List: The Inescapable Truth / Mira's Secret ~ Back to the Path of the World Spirits

Guide Head northwest toward the Rifted Hill of Dimensions

When you arrive at Rusaru Road, head north t o the Rifted Hill. Then return to Trigraph to see J ude and the others' resolve for the final battle. B y visiting the Rifted Hill again, the path to the fin al dungeon will open. Also, once you progress u p to 2, the elevator at the Helioborg Base will be restored. On the rooftop the magi-armored bea st Melanblon will appear, so try challenging it.

From the north you can reach the Tatarabyss
A beast awaits you. You ca
n also go there. In the deepest area the magi-armored

Triggered Sub-Events P.348

Period	Event Name	Location	Overview	Reward
2 Later	108 Assault by Magi-Armored Beast	Helioborg Base Armaments Research Building 4F Rooftop	Upon entering the rooftop, you will engag e in battle with the magi-armored beast Melanblon	—
5 later	109 Rumors about Elenpios②	Trigraph Rodman Mansion 1F	In the space beside the mansion's entran ce, you will once again hear rumors from the Elenpios people	—

Long Chat Occurrence → P.491

Timing	Chat Name
After Arrival	MAIN The World Without Green

Occurrence short chat P.497

Period	Content	Conditions
After Arrival	[Ray] Wow! It's been a long time.	Stay on Rusaru Road for more than 15 seconds
3 later	[Ju] The spirit fossil is outside.	Go to the central area of Trigraph Commercial District

Use decorative accessories to prevent the King Cockatrice from petrifying you

The things to watch out for most on Rusaru Road are the "Life-Reducing Stone Claw" and the "Binding Kiss" used by the King Coc katrice. If they hit, they can cause petrification, so at minimum the party healer Elise should have an "Amulet" or "Stone Check" Equip it. Also, the enemies that appear here are of the Fire attribute They use nature, earth, and dark attribute attacks. Raise resis tance to each attribute attack with various skills and equipme nt so you can fight smoothly.

Enemies that appear

Gantortas P.461
① Guard Lv. 59 HP 11000
Element 火 水 風 地 光 闇

King Cockatrice P.461
③ Technique Lv. 58 HP 8200
Attribute 火 水 風 地 光 闇

Cave Chunchun P.463
⑥ Technique Lv. 58 HP 4700
Attribute: Fire Water Earth 火 Earth 光 闇

Cave Plant P.463
Power Lv. 59 HP 12000
Element 火 水 風 Earth 光 闇

Flowchart & Map

START

Go to the rifted hill of the 1st dimension

A Approach the rift of the 2nd dimension

3 Go to Trigraph from the World Map

4 Take the elevator to Rod Mansion 2F 廊
Go down

5 In Rod Mansion 2F, in Balan's room
Talk to Balan and choose "Yes",
Automatically move to the commercial district
Item: Obtain Musee's Knife

6 Go to the Rifted Hill from the World Map

7 Approach the dimensional rift

8 Approach the dimensional rift and select "Yes" to go to Seisei no To (2)

To Seisei no Michi (2) ▶ P.318

Rusaru Highway
Random Treasure

Exploration Point

Monster Fish Fin ×2–4	18%
Magic Ore ×2–4	18%
Monstrous Bird Claw ×2–4	14%
Black Pearl ×2–4	14%
Beast's Eye ×2–4	10%
Magic Herb Thorn ×2–4	10%
Jet-Black Feather ×1–3	8%
Smoky Pompon ×1–2	8%

Exploration Bag

1,500–2,250 Gald	18%
Magic Ore ×3–8	18%
Black Pearl ×3–8	16%
Jet-Black Feather ×2–6	14%
3–8 Beast Eyes	14%
2–6 Dusky Pompons	12%
3,000–4,500 Gald	8%

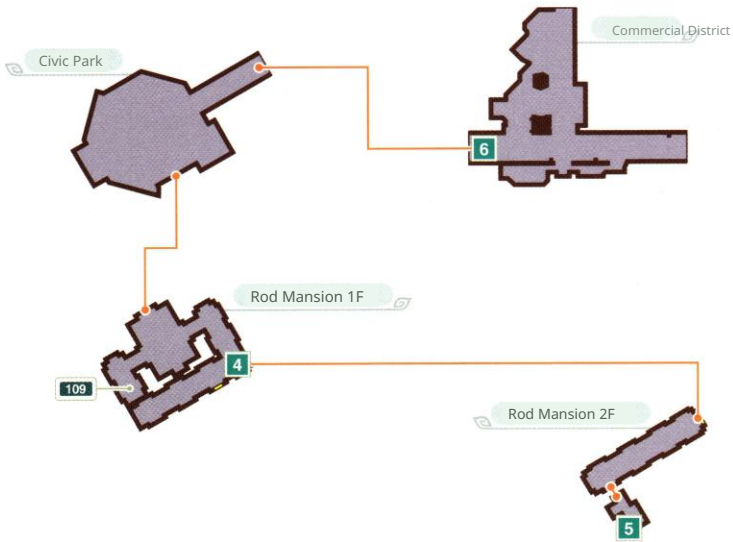
Helioborg Base P.310

Obtained Item Data

A Treasure Chest	Migratory Bird Wing Feathers
B Secret Treasure	Rare Boots
ウ Treasure Chest	6000 Gald
エ Treasure Chest	Jet-Black Feather ×4
オ Treasure Chest	Meadow Crystals
カ Treasure Chest	Special Pot-au-feu
キ Treasure Chest	Specific Plus ×1
ク Treasure Chest	Protect Symbol ×1
C Secret Treasure	First Round ×1
Sun Treasure Chest	Lemon Gummy ×3
サ Treasure Chest	Spectacle Gummy ×1
シ Treasure Chest	Strong Treat ×1
Treasure Chest (D)	Saffron ×1
セ Treasure Chest	Treat ×1

Trigraph

Details P.305



※Passable from here on.

Seisei no Michi (2)

Jude and Mira, who try to save two worlds. Gaiaus and Musee, who seek to erase the Black Box (Jinn) and lead the weak w

The final showdown between the two who cannot walk the same path now begins.

Recommended L.Lv 60 Event List For One's Own Path

Guide Proceed only after thorough preparation

In Seisei no Michi, the final dungeon, there are three bo ss fights, and sometimes Jude and Mira will challenge boss es alone. Near the entrance is a dimensional rift that conn ects to Riese/Maxia, so it's a good idea to return and prepa re once. In addition to the large number of sub-events tha t occur at this point, you should proceed with events you p ostponed, such as Armored Beasts and the Colosseum, and your forces should become well-rounded. Spend all your materials at shops and make sure your equipment is ready.

To stand toe-to-toe with the bosses, equip skills tha t raise attribute resistances like "Earth Guard," and se t "Revival Energy HP" and "Revival Energy TP," which f ully restore on revival.

It's good to buy both. Be ly prepared for the final b attle Light-attribute and Dark-attribute weapons.

After the Wingar battle, the ally is Bara Do it by then. It wi become a rose. Skill set

Triggered Sub-Events P.348

Period	Event Name	Location	Overview	Reward
Upon arrival	110 Leia's failure? ②	Il-Fantalia Medical School, Examination Room	If you tell Puran about Agria's death, you can learn Nur's feelings toward Agria	—
	111 Suppressing anxiety ②	Il-Fan Hotel Haifan Lobby	Occurs when you stay at an inn. Jude lear ns from Loen a method to dispel his anxiety	—
	112 Musée's assault	Ni Akeria	If you speak to the woman near the traveli ng merchant, you can hear about Musée's assault during Mira's absence	—
	113 The scheming shadow	Ni-Akeria Meeting Hall	When you speak to the old man in the gath ering hall, you can read the letter from Pleza addressed to Alvin.	—
	114 Magic Gear ②	Samangan Sea Stop	If you defeat all Magic Gear and then spe ak to the storyteller, you can hear about Magna Zero.	—
	115 Shape of the World ②	Karaha-Shar Central Plaza	Hear the results of observations conducte d in the Varmia Gorge from a scholar of Karaha-Shar.	—
	116 Gandara Fortress Assault	Occurs when you go or. Beca	to the front of the Karaha-Shar lord's man use of Drossel, go to stop the golems at G andara Fortress. Jude heads to rescue Dira c, who was caught in the collapse at the Fergana Mine.	Arte of the Abyss "Total Technique Rejection" Mental Symbol
	117 Jude's Substitute Physician ②	Le Rhond Central Avenue		
	118 Medical Jintex	Le Rhond Matisse Clinic	Go search for the boy Solan, who went alo ne to the Baikal Ruins	—
	119 Memories of Le Ronde ③	Le Ronde Lodging Roland Lobby	If you examine the chicken on the counter near the restaurant, you can hear Jude re minisce. At the Lacolm Harbor pier, you re alize that Jude has learned the truth about the Rift Shell	—
	120 The End of the World ②	Lakorumu Seaside Stop		—

Occurrence Sub-Event

P.351

Timing	Event Name	Location	Overview	Reward
	121 Mother and Child ②	Chant d'Or Central District	Occurs when you go to the front of the hous e. After the conversation, chase Isura and head to the Liebery Rock Cavern	Gambelt
	122 What Lies at the Bottom o	Liberty Cavern	When you go to the Liebery Rock Cavern, y ou can hear from Jurgens about the place where Elise's house used to be	Princesia
	123 The King, Gaius	Kan Bulc In front of Gaius Castle	Approach the crowd in front of Gaius Castle to trigger this event. Karla's true identity is revealed.	–
	124 Apparition of a Beloved Person	Faizabird Marshlands Southern Region	Occurs when entering the Faizabird Marshl ands. An event concerning the woman Roen loved.	–
Upon arrival	125 Lost Outsiders Ring ②	Church of Zaira Forest	When you collect all 23 "Mysterious Orbs," i you will battle a monster that jumped out of the ring.	–
	126 Baran's Wager	Trigraph Rodman Mansion 2F Baran's Room	ght to win the wager with Baran, go to the Lusarle Road to fetch a leaf clover	"Li Light-Leaf Clover
	127 Older Sister and Younger Sister ③	Trigraph Rodman Mansion 3F Corridor	Triggered when entering Rodman Mansio rn 3F. Learn an unexpected side of Muse.	–
	128 Birth of the Source Spirit Box	Helioborg Base Administration Building	Entering the administration building allo ws you to learn the progress of Baran's research on the Source Spirit Box	–
	129 Golden Magic Swordsman	Faizabād Marshlands West	A hidden dungeon accessible with the "Gol den Key"—head to the deepest area of Magna Zero	Book of the Uncanny "Steadfast on the Ground"

Occurring Long Chat

P.491

Period	Chat Name
Upon Arrival	SUB To the Felghana Mine!
	SUB What is the current state of the castle...?
	SUB Scholar of Karaha-Shahr
	SUB Big House!
	SUB To Mother's House...
	SUB Pursue Isra!
	SUB Ni-Akeria is on my mind...
	SUB Talk with Baran
	SUB Search for Hikariha's Clover

Period	Chat Name
Upon Arrival	SUB Now, to Baran's place
	SUB To Liberry Rock Cave
	SUB Elise's House on the Mon Plateau
	SUB A place that recalls memories
	SUB Let's try talking
	SUB Meet Drossel
	SUB Where is Wingal...?
	SUB How is Drossel doing?
	SUB Search for the Spirit-Enhancing Orb inside the Fortress!

Period	Chat Name
Upon Arrival	SUB To the Golem Battle!
	SUB Operation Completion Report
	SUB Forgotten Item
	SUB To the Baikal Abandoned Mine!
	SUB Report to Mr. Plan
	SUB Try Eating It!
	SUB Let's Go Home Honestly

Trigger: Short Chat

P.497

Timing	Content	Conditions
Upon arrival	[デ] This is so mysterious~	Proceed toward the blue light on the Path of World Spirit
5 After	[ジュ] slipped my foot~	Chase Gaius/Muse on the Path of World Spirit

You should raise Enemy resistances to the four attributes

The four types of enemies that appear attack with the fire, water, wind, and earth attributes respectively. Equip skills like "Earth Guard" for all types, and use links to stack their effects to counter them. Also, the spinning attack of the Fire Elemental (enhanced version) lasts for a fairly long time while it is attacking. Endure it with a guard, and counterattack immediately after the attack ends.

If you raise your r esistance with acc essories such as th e "Element Mantle", it will be safer.

Enemies that appear

Earth Golem P.453

①Guard | Lv. 60 | HP 12800

Element 火 水 風 地 光 闇

Windam Wolf P.457

Speed | Lv. 61 | HP 7200

Element 火 水 風 地 光 闇

Water Elemental (Enhanced) P.458

?Strange | Lv. 61 | HP 7700

Element 火 水 風 地 光 闇

Fire Elemental (Enhanced) P.475

⑥ Techniques | Lv. 60 | HP 8400

Attribute 火 水 風 地 光 闇

Flowchart & Map

START

1 Approach the blue light and select "Yes"

2 [Battle] Jump down from the blue light and defeat Wingal (3) BOSS 1

Party: Everyone except Jude leaves / Everyone except Mira leaves

Title: Defeated the Last Rondau Chieftain

3 Move to the next map aut

4 Combat Jump down from the blue light, Ui Defeat the Gundam Wolf

Party: Mira joins / Jude joins

5 [Battle] Touch the red light and defeat Gaius (2) BOSS 2

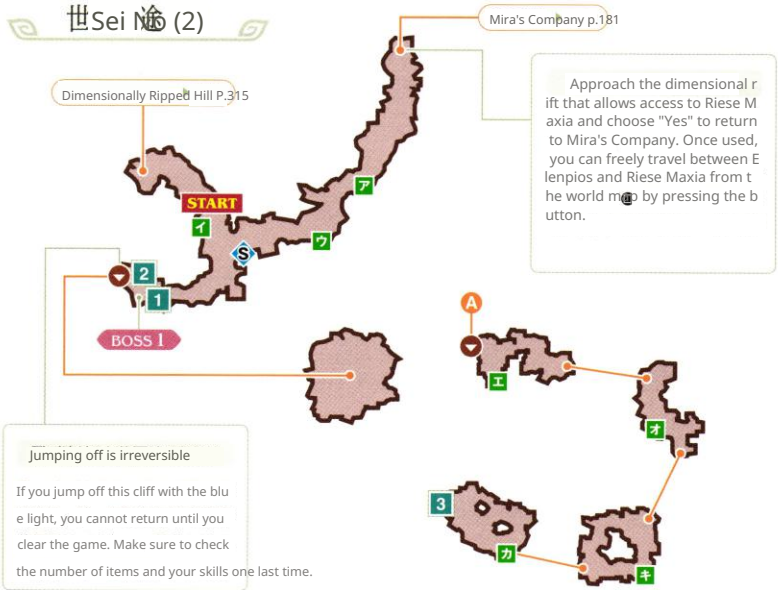
Title: Vanquisher of the Conqueror

5 [Battle] Touch the red light and defeat Muse (3) BOSS 3

Title: Vanquisher of the Great Spirit

See p.320

世Sei 逸 (2)


Mira's Company p.181
Dimensionally Ripped Hill P.315
START
BOSS 1
Approach the dimensional rift that allows access to Riese Maxia and choose "Yes" to return to Mira's Company. Once used, you can freely travel between Elenpios and Riese Maxia from the world map by pressing the button.
Jumping off is irreversible
If you jump off this cliff with the blue light, you cannot return until you clear the game. Make sure to check the number of items and your skills one last time.

BOSS 1 First, immobilize it with "Air Pressure"

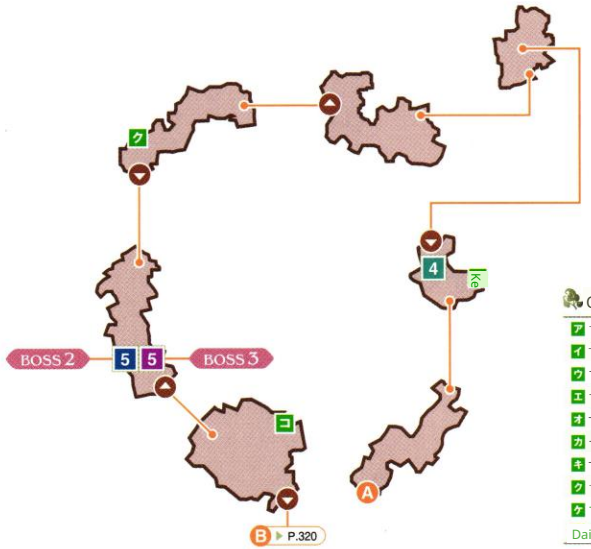
Wingal moves quickly and frequently flies into the air with "Phoenix Sky Charge," making it hard to land close-range attacks. Have Rowen use only the wide-range attack "Air Pressure," and follow up on any hits with additional attacks.

Many of the opponent's attacks, including secret Artes, have elements, so raising resistances should prevent major damage. Also, you can steal Jude's powerful weapon from Wingal, so don't forget to link with Leia.

Wingal (3) P.457

Lv.	63	Steel Body	6
HP	66000		
Element	水	風	地	光	闇
Drops	—		
Can be stolen	Atmosphere (100%)		

To prevent counterattacks, at the end of a combo use a move that knocks the enemy down is recommended.



Obtained item data

- Treasure Chest ア: Hell Divide ×1
- Treasure Chest イ: Omega Elixir ×1
- Treasure Chest ウ: Destiny Ring ×1
- Treasure Chest エ: Specific Plus ×1
- Treasure Chest オ: Strong Treat ×1
- Treasure Chest カ: Kurokke Bread - Special ×1
- Treasure Chest キ: Hourglass ×1
- Treasure Chest ク: Panashia Bottle ×3
- Treasure Chest ケ: Fruit Yakisoba ×1
- Daily Treasure Chest: Elixir Bottle ×2

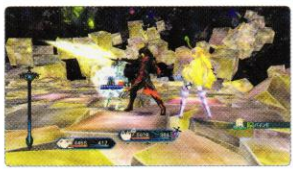
BOSS 2 Use the Resonance Art "Spirit Medic"

Since you'll be facing the opponent with only Mira, the battle will be tough. That said, if you only defend you'll be cornered, so attack while watching your remaining HP. The Resonance Art that can heal and attack at the same time, "Spirit Medic," is recommended.

When the Resonance Art gauge is full, use a Resonance Art Chain and a Mystic Arte to quickly reduce the enemy's HP. Note that the Mystic Arte Gaïus uses during Overlimit is linear, so it is easy to dodge with freerun.

Gaïus (2) ▶ P.460

Lv.	65 Bronze Body 6
HP	48000
Element	火 水 風 地 光 闇
Drops	—
Can be stolen	—



Prioritize raising resistance to Light attribute to reduce the chance of being charmed.

BOSS 3 Change the Resonance Art used depending on the situation

In this fight, aside from items, the only healing is Jude's "Healing Skill," which feels a bit unreliable. When the Resonance Art gauge fills, change which Resonance Art you use according to the situation. If our HP is low, use "Spirit Medic"

Attempt to recover with "Ku", and when you have room to spare, deal heavy damage with light-attribute techniques such as "Cataract Blade" and "Twin Crushing Speed". If Muse attempts a secret art with her ultimate "Elemental Music", focus entirely on guarding.

Muse (3) ▶ P.481

Lv.	65 Copper Body 6
HP	40000
Attributes	[Fire Water 風 地 光 闇
Drops	—
Can be stolen	—

If you become afflicted with a status condition, immediately recover with a "Panacea Bottle".

Flowchart & Map

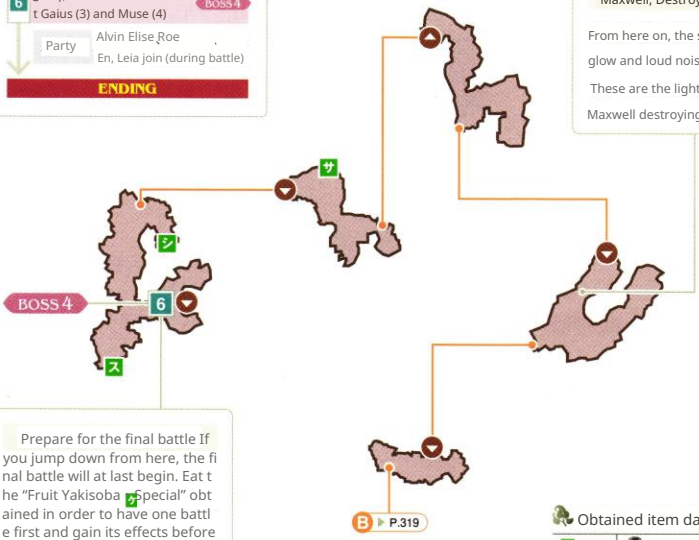
6 [Jump into battle and defeat Gaius (3) and Muse (4)] BOSS 4

Party: Alvin Elise Roe En, Leia join (during battle)

ENDING

Maxwell, Destroyer of the Path of the World Spirit

From here on, the surroundings occasionally glow and loud noises can be heard. These are the lights and sounds of Maxwell destroying the Path of the World Spirit.



Prepare for the final battle If you jump down from here, the final battle will at last begin. Eat the "Fruit Yakisoba Special" obtained in order to have one battle first and gain its effects before hand.

Obtained item data

サ Treasure Chest	Demon Gummies ×4, Vine Gummies ×2
シ Treasure Chest	Omega Elixir ×1
ス Treasure Chest	Life Bottle ×3

BOSS 4 Hold out until Elise joins

At first you will fight with only Jude and Milla, but every 5 seconds after the Fighting Chat ends, a companion will join one by one while using an Artes. The order in which they join depends on the playthrough: in Jude's scenario it starts with Jude, and in Milla's scenario it starts with the character who spent the longest time linked with Milla. The enemies have very high attack power, so keep running away until Elise arrives. Once your party is assembled, target Muse first. She occasionally uses "Strong Treat" to heal everyone's HP. Also, even if you defeat her once she can be revived with "Angel Call," so you must defeat her again.

It becomes a fairly chaotic battle, so you will often be unable to avoid enemy Artes and Mystic Artes. Many of the opponent's attacks are fire-, light-, or dark-elemental, so prioritize resistance to these three elements.

If enemies are knocked do...so you can always finis...win by moves like "Child Battle Roar" and "Lo...Make openings by causing stagger. ...e and Milla fusion Mystic Arte can be performed when certain conditions are ...

Gaius (3) ▶ P.460

Lv.	70	Steel Body	5
HP	120000		
Element	Fire Water Wind Territory Light Dark		
Drops	—		
Can be stolen	Omega Elixir (100%)		

Muse (4) ▶ P.481

Lv.	70	Steel Body	6
HP	54000		
Element	Fire Water		
Drops	—		
Can be stolen	Strong Treat (40%)		

How to Trigger the Fusion Mystic Arte

When only one enemy remains and that enemy's HP is 9,999 or less, Jude and Milla link, and the activation of a Mystic Arte by either of them will trigger this. If the ..., it is also required that "Angel Call" has already been activated.

Post-clear Enjoyments

After the Ending

Even after defeating the final boss, Jude and Milla's adventure is far from over! A hidden dungeon with ultra-strong foes, and a second playthrough where many elements carry over, await you.

You can obtain various rewards upon clearing

After clearing the game, you can save after obtaining the items listed in the right-hand table. If you load this data, you will start from the save point just before the Wingal (3) battle, allowing you to travel around the world again in the state you were in at clear. Try out newly learned ultimate techniques or challenge hidden dungeons. Also, "EX NEW GAME" will be added to the title screen, enabling you to start a second playthrough (see next page).

After clearing, data will display a ☆ mark next to place names.

Items obtainable at clear

Items to be obtained	Explanation
Jude "Intern" outfit	Jude's outfit (Obtained only in Jude's chapter)
Mila "Spirit" hairstyle	Milla's hairstyle (Obtained only in Milla's chapter)
Mila "Spirit" outfit	Milla's Outfit (Obtainable only in Milla's scenario)
Book of Ultimate Technique "Man-Shin Hōken"	Jude learns the Mystic Arte "Shockwave Demon Fist"
Book of Ultimate Technique "Reikō Shissō"	Milla learns the Mystic Arte "Overdrive"
Golden Key	Required to enter Magna Zero
Title: "Seizer of the Future"	Obtain 30 GRADE
Title: "One Who Challenges with Unwavering Conviction"	Obtain 500 GRADE (Obtainable only in Jude's scenario)
Title: "One Who Upholds Unwavering Conviction"	Obtain 500 GRADE (Obtainable only in Milla's scenario)

Things you can do after clearing

You can use Jude and Milla's combined Mystic Arte!

After clearing, Jude learns "Shockwave Demon Fist" and Milla learns the Mystic Arte "Overdrive." When the two characters link and, during Overlimits, a Mystic Arte is launched from these skills, instead of a normal Mystic Arte a combined Mystic Arte—"Tiger Fang Slashing・Ga"—will be unleashed. See its flashy presentation and overwhelming power with your own eyes.

Mystic Arte born from bonds

The two fangs pierce the enemy!

Conquer the hidden dungeon Magna Zero!

The "Golden Key" obtained upon clearing is an item required to enter the hidden dungeon Magna Zero. Furthermore, if the condition of defeating all Magosouju is met, it becomes possible to challenge this dungeon. It is not a straightforward dungeon, so please refer to the walkthrough from P.369 onward as you proceed.

Dungeon Maps

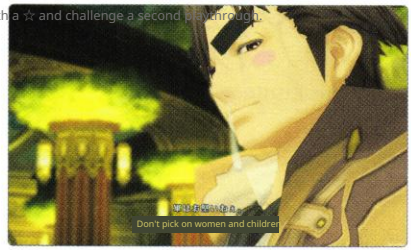
Challenge the extremely vicious battle rank "Unknown"!

With data marked by a ☆, you can select the battle rank "Unknown," which exceeds "Hard." In "Unknown," enemy HP is 4 times that of "Normal" and their stats are doubled, making them extraordinarily strengthened, so if "Hard" still isn't satisfying, give it a try. You can carry over advantageous items from the Grade Shop (P.322) and try it from the second playthrough.

Enjoy a second playthrough using the Grade Shop

At the title screen, choose "EX NEW GAME" to load data marked with a ☆ and challenge a second playthrough.

When you do this, you can spend GRADE acquired in the Grade Shop to decide what elements to carry over into the second playthrough. The data you load does not have to be immediately after clearing, so if you lack enough GRADE, go obtain a few titles first. However, data for the second and subsequent playthroughs cannot be used to start the next playthrough unless that playthrough has been cleared. Note that the event list and library records, costumes obtained upon clearing, and the "Golden Key" are automatically carried over.



If you purchase "Visual Item Carryover", the character will wear the same attachments as the loaded data from their first appearance scene.

■Items Available for Purchase at the Grade Shop

Item	GRADE Cost	Description
Half-Level Carryover	2000	Carry over half your level and receive GP equivalent to that amount. Any fractional part when halving the level is rounded down.
Full-Level Carryover	5000	Carry over your level as is and receive GP equivalent to that amount.
Shop Level Carryover	1000	Carry over all shop levels
Item Capacity Expansion to 30	500	Expands the maximum carry capacity of items, weapons, armor, and accessories to 30
Item Capacity Expansion to 99	1000	Expand the maximum carry limit of items, weapons, armor, and accessories to 99
Gald Carryover		Carry over 1000 Gald in possession
Carry over held usable items		Carry over 300 held usable items
Carry over held material items		Carry over 500 held material items
Carry over visual items		Carry over 200 held attachments, hairstyles, and costumes
Carry over accessory items		Carry over 700 held accessories
Obtain special items		Start the game with Winged Boots and Arts Ball obtained (200)
Carry over skill items		Carry over 2000 held Tome of Absolute Techniques, Tome of Abilities, and Gunbelt
Carry over magic※ equipment	500	Carry over owned magical equipment. If the magical equipment's true power has been unlocked (p.383), that ability and its enhancement values will also be carried over.
Earned EXP x2		300 Enemy experience becomes doubled. When used together with "Earned Experience x5", it becomes 10 times.
Earned EXP x5		2000 Enemies' experience points are multiplied by 5. When used together with "Acquired Experience x2", it becomes x10.
Earned Gald x2		300 Enemy gald (currency) is doubled.
Item drop rate x2		500 The probability of enemies dropping items is doubled.
Material points x2		300 Points received when delivering materials to shops are doubled.
All chat unlocked		3000 All long chats are registered in the chat list.
Resonance art gauge increase rate x2		300 The resonance skill gauge's fill rate is doubled.
Max AC +1		500 Maximum AC increases by 1. When used together with "Max AC +2", it increases by 3.
Max AC +2		1500 Maximum AC increases by 2. When used together with "Max AC +1", it increases by 3.
Carry over number of art/skill uses		100 Skill usage counts are carried over.
Skill SP 1		3000 All skills' SP cost becomes 1.
Critical rate x3		100 Critical hit rate for both enemies and allies is tripled.
Damage x2		100 Damage received by both enemies and allies is doubled
Reduced TP consumption for arts/skills		1000 TP consumption for all arts and skills is halved

※ Not displayed if you do not possess any magic equipment.

TOPICS You cannot purchase all items

If you try to buy every item in the Grade Shop, you would need 25,400 or more GRADE, but GRADE caps at 10,000 even if you acquire all titles.

You cannot carry over all items to the next playthrough, so adjust your purchases according to the goals of that run.

The expensive "Unlock All Chats" can be kept as saved chat-viewing data after purchase, allowing you to allocate GRADE to other items when actually playing. Note that GRADE spent in the Grade Shop will be returned when you start the next run, so you can spend with confidence.

4

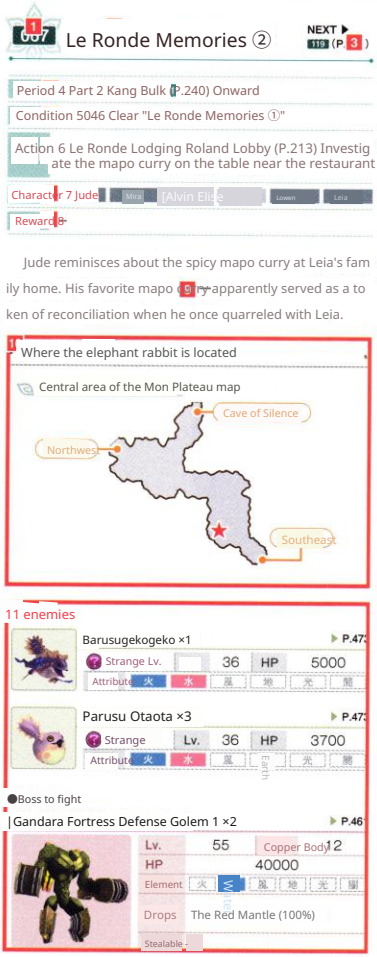
Sub Events

Introduction to Sub Events

Sub Events

Side events are optional scenarios where you can hear stories not told in the main story and some times obtain valuable items. They are listed here in the order they occur, so we hope you use this book as a guide to

How to Read the Sub-Event Page



■ Sub-Event Number

Numbers assigned in the order they occur. Events that will no l onger occur after a certain time are marked with a red icon.

2 Title

Sub-event title. Blue entries indicate they occur in Jude's chapte r; purple entries indicate they occur only in Mila's chapter.

3 Continued pages and details

Entries labeled "NEXT" indicate that there is a subsequ ent sub-event, and list that event's number and page c ount. Also, sub-events labeled "Details" are covered in depth from p.354 onward.

4 Timing

The period during which the sub-event can be triggered, sh own as "start time ~ end time." Numbers like those correspo nd to the flowchart in Chapter 3 "Story."

⑤ Conditions

Conditions required to trigger a sub-event.

6 Action

Actions required to trigger a sub-event. All the conditions list ed in the relevant section must be satisfied.

▽ Character

Party members required to trigger a sub-event. If th e character whose icon is lit is not in the party, that s ub-event will not occur.

□ Reward

Rewards obtainable from the sub-event.

9 Explanatory Text

Describes the event details and the steps to clear it.

Map 10

Map containing enemies that must be defeated for a subevent and characters you ne The ★ indicates the target locations.

1. Enemy Data

Data for enemies fought in sub-events. The color of the "Attribute" indicates that blue is a weakness, red is resistance, and green is absorption. If the opponent is a boss, the value of "Armor" and the "Dropped Items" and "Stealable Items" are also noted.

50-syllable Order Sub-Event Index

Number	Sub-Event Title	
013	Ah, Buu Rabbit	P.328
051	Azur, Its History ①	P.336
058	Azure, Its History ②	P.337
069	Azure, Its History ③	P.340
086	Azul, Its History ④	P.344
039	Older Sister and Younger Sister ①	P.334
087	Older Sister and Younger Sister ②	P.344
127	Older Sister and Younger Sister ③	P.353
107	Oozing Miasma	P.348
040	Alvin and Dirac	P.334
014	Shadows Operating in Secret ①	P.328
068	Shadows at Work ②	P.340
095	Shadows at Work ③	P.345
115	The scheming shadows ④	P.349
106	Otherworld Furnace Project	P.348
124	Vision of a Beloved	P.352
118	Medical Jintex	P.350
085	Lost Ring of the Outside of Reason ①	P.343
125	Lost Ring of the Outside of Reason ②	P.352
100	Rumors of Erenpios ①	P.346
109	Rumors of Erenpios ②	P.348
105	Cycle of Erenpios	P.348
010	Delicious Food	P.327
123	The King, Gaius	P.352
129	Golden Magic Swordsman	P.353
128	Birth of the Source Spirit Box	P.353
082	Alder Palace Library	P.342
044	Orange Soup	P.334
018	A Woman with a Shadow	P.329
104	Gali Hunting Hunt	P.347
027	Life in Confinement	P.331
116	Siege of the Gandara Fortress	P.350
037	The Vanished Leia	P.333
122	Things at the Bottom of Memory	P.351
093	Homing Instinct	P.345
061	Kitar Tribe's Elixir	P.338
077	End-of-Term Sales Battle	P.341
030	Mystery of the Canyon	P.332
034	Crane and Drossel	P.333
084	Two strategists	P.343
032	Military Affairs	P.332
054	Outcome of the Finals	P.337
056	Laboratory Infiltration	P.337
0577	Aftereffects	P.337
035	Mineral Collector	P.333
009	Approach Way Monster	P.327
043	Supreme Topknot Stylist	P.334
070	Poetry Collection and Dictionary ①	P.340
091	Poetry Collection and Dictionary ②	P.345
023	Jet-Black Feather ①	P.330
024	Jet-Black Feather ②	P.330
088	Jao and Wingal	P.344
8	Jao's Death	P.342
002	Rumors about Jude	P.326
063	Jude's Substitute Physician ①	P.338
117	Jude's Substitute Consultation ②	P.350
101	Spread of the Black Box	P.347
090	Soldier Using the Black Box	P.344
019	Skilled Bounty Hunter	P.329
066	Survival Competition	P.339
003	Spirit Magic Failure	P.326
031	Shape of the World ①	P.332
151	Shape of the World ②	P.349
049	Edge of the World ①	P.335
120	The Ends of the World ②	P.351
103	A Position of Responsibility	P.347
048	Defeat the Thieves' Guild	P.335
065	Fun Chat	P.339
029	Travel Amulet	P.332
017	Tibo's Family!? ①	P.329
025	Tibo's Family!? ②	P.331
033	Tibo Recovers	P.333
015	Wanted Poster ①	P.328
041	Wanted Notice ②	P.334
062	Arena	P.338
089	Cave Monsters	P.344
022	The Fugitives ①	P.330
076	Fugitives ②	P.341
074	Dodoria's Mystery	P.341
064	The Runaway Boosagi	P.339
075	Professor House's Research	P.341
099	The King of Invention	P.346
059	Mother and Child ①	P.338
121	Mother and Child ②	P.351
012	Ha-Mil People	P.328
126	Balan's Gamble	P.353
006	The Secret Recipe	P.327
028	Pink cute things	P.332
094	Suppressing Anxiety ①	P.345
111	Suppressing Anxiety ②	P.349
005	Fruit Merchant	P.326
052	Wandering Youth	P.336
042	Found a Bargain!?	P.334
007	Maxwell's Legend	P.327
016	Magic Armor ①	P.329
114	Armored Beast ②	P.349
108	Assault of the Armored Beasts	P.348
004	Miscalculation in Monster Extermination	P.326
011	Miko Ibaru	P.328
055	Poacher Extermination	P.337
102	Unseen Recipe	P.347
112	Musée's Assault	P.349
036	Mira and the Book	P.333
038	Mira's Pendant ①	P.333
060	Mira's Pendant ②	P.338
008	Offering to Mira	P.327
073	In Search of Milk	P.341
072	Search for the Villagers	P.340
020	Delivery to the Inn	P.329
026	Melancholic Merchant	P.331
096	In a Dream 1	P.346
097	In a Dream 2	P.346
098	In a Dream 3	P.346
079	Message to the Fortress	P.342
071	Reviving Memories	P.340
001	Riese Maxia's Cycle	P.326
046	Memories of Le Rondo ①	P.335
067	Memories of Le Rondo ②	P.339
119	Memories of Le Rondo ③	P.351
080	Leia's Failure? ①	P.342
110	Leia's failure? ②	P.348
050	Spiritual Energy Abnormality	P.336
053	Cause of Spiritual Power Change ①	P.336
092	Cause of Spiritual Power Change ②	P.345
078	Report Materials	P.342
047	The Old Man's Wish	P.335
045	The Glory of Loen	P.335
081	Where is the Wyvern?	P.342
021	Rising War Clouds	P.330

001 Liese Maxia Cycle

Period: Part 1: Il Fan (P.158)~1
Part 3: Faizabard Marshland 4 (P.256)

Condition: —

Action: Approach the man located northeast of the Student Affairs Desk at Il Fantarim Medical School (P.159)

Characters: Jude | Mira Alvin Elise Rowen Leia

Reward: —

A teacher troubled by the coexistence between spirits and humans is encountered. This is the very first sub-event seen in Jude's chapter, but it appears earlier in Mila's chapter.

002 Rumor about Jude

Part 1 Il·Fan 4 (p.158)~
Part 1 Il·Fan 5 (p.158)

Conditions:

59) a: Il Fantarium Medical School Student Dormitory Corridor (p.1
pproach the group of four students Action

Characters: Jude | Mira Alvin Elise Rowen Leia

Reward: —

In the student affairs corridor, students are gossiping about Jude. Good-natured Jude is highly regarded by the professors, but he seems to be the target of envy from other students.

003 Spirit Magic Failure

Period: Chapter 1 Il Fan (p.158) ~
Chapter 1 Il Fan 5 (p.158)

Condition: —

ppr: Enter from Ilfan Academic Research District (p.159) and a
oach the pair of men on the right Action

Characters: Jude | Mira Alvin Elise Lowen Leia

Reward: —

The craftsman who failed at spirit magic and fell on his back side, and the foreman scolding him. Jude eavesdrops on their conversation. It seems that recently many people have been failing at spirit magic.

Spirit magic is rooted in people's lives and manifests in various
It is used at the location.

004 Miscalculation in Monster Extermination

Timing: Part 1: Ilat Passage 6 (P.166) onward

Condition: —

Action: Speak to the woman at the pier of Ilat Sea Stop (P.165) (t
he woman requesting monster extermination)

Characters: Jude, Mila, Alvin, Elize, Rowen | Leia

Rewards: Attachment "Belted Dagger" / 1200 gald

At Ilart Sea Stop, a woman who previously requested m
onster hunting asks for help again. A monster has once m
ore made its home in the lake; she had asked other merce
naries to deal with it, but they were instead captured by th
e monster. The monster's location is the same as before: t
he lake on the western side of the Ilart Route. It is recomm
ended to handle this on the way to Hamil.

● Enemies to fight

Ax Peak ×2 ▶ P.455
"Power Lv. 4 HP 1505
Attribute 火 水 風 Ground 光 闇

Rapid Horse ×1 ▶ P.484
Speed Lv. 4 HP 1855
Attribute 火 水 風 光 闇

005 Fruit Merchant

Timing: Part 1: Ilat Passage 6 (P.166) onward

Condition: —

Action: Talk to the fruit merchant standing in front of the inn at Ilar
t Harbor (P.165)

Characters: Jude Mila Alvin Elise Lowen Leia

Reward: Attachment "Dog Face (Shiba)" / 1,200 gald

The fruit merchant asks you to find a fruit called "Parenge." "Parenge" can be obtained in the base
ment of a shed in Ha-Mil West, but you cannot acc
ess that location at the time the request becomes
available. There is no deadline to complete this, s
o visit after you can enter the basement, from Par
t 1: Mila's Shrine (P.180) onward.

11

When you first visit Ha-Mil, the basement is locked. Once you can enter, check the chest beside the bed and find the "Parenge".

006 Secret Recipe

Timing: Part 1: Ilat Passage 6 (P.166) onward
Condition: —
Talk to the man standing in the center of the Ilaat Sea Stop (P.165)
Characters: Jude, Mira, Alvin, Elise, Rowen, Raip
Reward: Attachment "Thick Eyebrows" / 1200 gald

An apprentice cook wants "Cider Rice". If it's "Cider Rice - Regular", it can be purchased at the restaurant from the start without building a shop. Once you accept the request, go to the restaurant and buy it for them immediately.

The reward does not change. Regardless of size, the reward Dish to give in a sub-event

007 Maxwell's Lore

Period: Part 1 Ni-Akeria 【START】 (P.176)~
Part 2 Olda Palace (P.248)
Condition: —
Action: Talk to the old man next to the traveling merchant in Ni-Akeria (P.177)
Characters: Jude, Mira, Alvin, Elise, Rowen, Leia
Reward: —

An old man tells them that Ni-Akeria is a village descended from the Sage of Creation, Krusnik. When Alvin teases this old man, he attempts to speak of the village's traditions as proof, but Mira stops him.

008 Offering to Mira

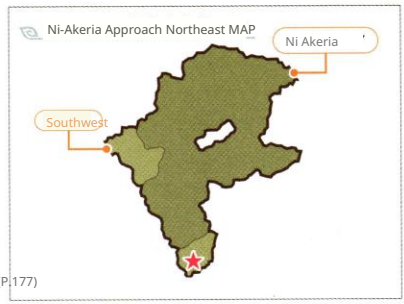
Timing: Part 1: Ni-Akeria [START] (P.176) onwards
Condition: —
Action: Ni-Akeria (P.177) — Next to the place with the world spirit stone
Talk to the woman who is there
Characters: Jude, Milla, Alvin, Elise, Roen, Leia Jude, Milla, Alvin, Elise, Roen, Leia Reward: Attachment "Ahoge" / 1800 gald

A village woman asks you to fetch the insect "exuvia" used as an offering. The "exuvia" is a very precious item said to symbolize the cycle of life. This item can be obtained at exploration points or in sacks on the Ni-Akeria approach, and also as a drop from butterflies.

009 Shrine Approach Monster

Timing: Part 1: Ni-Akeria [START] (P.176) onward
Condition: —
Action: Talk to the old man at the Ni-Akeria approach-side entrance (P.177)
Characters: Jude, Mira, Alvin, Elise, Rowen
Alvin, Elise, Rowen Leia
Reward: Attachment "Elf Ears" / 1800 gald

Accept a request to defeat the monsters that appeared on the Ni-Akeria approach. The target monsters are located on the Ni-Akeria approach, at the far south end. They are only slightly stronger compared to the surrounding enemies, so if you don't neglect preparation you shouldn't have a hard fight. When you go to Mira Shrine, Alvin temporarily leaves the party, so take them down beforehand just in case. ● Location of the enemies



● Enemies to fight

Basilisk ×1 ▶ P.473
Technique Lv. 10 HP 2650
Attribute: Fire 水 風 地 光 闇

Silver Wolf ×2 ▶ P.466
Speed Lv. 9 HP 2440
Attribute 火 水 風 地 光 闇

010 Delicious Things

Timing: Part 1: Ni-Akeria [START] (P.176) onward
Condition: —
Action: Ni-Akeria (P.177) — Talk to the child standing at the Kijiru sea waterfall-side entrance
Characters: Jude, Milla, Alvin, Elise, Roen, Leia
Reward: Attachment "Nosebleed"

Deliver the "Napple" to the Akelia boy. The "Napple" is in a house in Ha·Mil, so if you already have it you can hand it over immediately. If you missed it, go pick it up after acquiring the world map.

011 Miko Ibaru

Period: Part 1 Mira's Company (P.180) ~ Part 1 Barmia Gorge 【START】 (P.196)

Condition: —

Action: Talk to Ibal near the entrance on the Sogd Wet Path side of Ni-Akelia (P.177)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

Following Mira's orders, you can see Ibal who dutifully protects the peace of Ni-Akelia. This event showcases Ibal's special ability to hear the voices of animals and monsters. The occurrence period is short, so be careful not to miss it.

012 Ha-Mil People

Period: Part 1 Mira's Nation (P.180)~ Part 2 Shan Do [START] (P.227)

Condition: —

Action: Enter Ha-Mir Eastern Area (P.170)

Characters: Jude, Mira, Alvin, Elise, Roen, Tre

Reward: —

Jude eavesdrops on the villagers of Ha-Mir. The villagers are cold to outsiders, believing only companions can be trusted, but Elise does not forget the kindness they showed her.

013 Ah, Buu Rabbit

Timing: Part 1 From Mira's Company (p. 180) onward

Condition: —

Action: Talk to the rabbit in the square behind the traveling merchant in Ni Akeria
Talk to the rabbit

Characters: Jude, Mira, Elise, Rowen, Leia

Reward: —

Elise and Mira spot two Bu-rabbits in Ni Akeria. Jude notices that one of the two closely resembles a Bu-rabbit but is actually a Rapigg with poisonous ears.

014 Shadows Operating in Secret ①

NEXT ▶ 046 (P.340)

Period: Part 1 Samangan Harbor 【START】 (P.183) ~ Part 1 Varmia Gorge 【START】 (P.196)

Condition: —

Action: Stay at the inn in Samangan Harbor (P.184)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

Alvin and Jude help a woman named Cat in Samangan Harbor. However, she is found dead at sea the next morning. Alvin tells Jude about a female spy group called the Garbage Squad and suggests that Cat may have been dealt with by members of that group.

Alvin regrets not being able to save Cat and blames himself. It seems he recalls something about the Garbage Squad.

015 Wanted Poster ①

NEXT ▶ 041 (P.334)

Period: Part 1 Samangan Seaport [START] (P.183)~ Part 2 Shan Do (P.227)

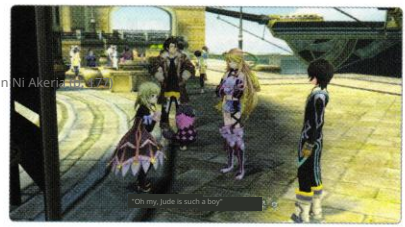
Condition: —

Action: Go to the notice board in Samangan Seaport (P.184)

Characters: Jude, Mira, Alvin, Elise, Roen, Leia

Reward: —

Jude and Mira's wanted poster is discovered posted there. The poster features a grotesque (?) caricature so unlike them that, while relieved by how unrecognizable it is, Mira is deeply shocked.



To comfort Mira, who took the caricature too seriously, Jude boosts her charm. Check the wanted poster caricature on p. 187.

016 Magic Equipment ①

Details P.366

Timing: Part 1 Samangan Sea Stop 【START】 (P.183) and onward

Condition: —

Action: Approach the entrance to the Samangan Road at Samangan Seaport (p.184)

Party: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

017 Tipo's Family!? ①

NEXT ▶ 025 (P.331)

Timing: Part 1 Samangan Sea Stop 【START】 (P.183) and onward

Condition: —

Action: Approach the crew member located southeast of the regular ship docking area at Samangan Seaport (p.184)

Party: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

From a sailor at Samangan Seaside Stop, I hear a story about a merchant who sells a talking stuffed toy that closely resembles Tipo. Tipo swells with pride, thinking it might be part of his own family.

Let's go to Shahl. It is said they headed there. The stuffed toy merchant Kalah is in the western town.

018 A Mysterious Woman

Timing: Part 1 Samangan Sea Stop 【START】 (P.183) and onward

Condition: —

Action: Talk to the woman in front of the inn at Samangan Seaside Stop (P.184)

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: Attachment "Hairpin" / 2600 gald

You receive a request from a woman standing in front of a large wooden crate near the inn to fetch a "poison needle." At first glance, it doesn't seem like a peaceful request, but when you hand her the "poison needle," its unexpected use is revealed.

"Poison Needle" is found in the Samangan tr... world exploration points or bags. Can be obtained.

019 The Skilled Bounty Hunter

Timing: Part 1 Samangan Sea Stop 【START】 (P.183) and onward

Condition: —

Action: Talk to the armed man standing directly in front of the Samangan Road entrance at Samangan Seaport (p.184)

Party: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: Attachment "Sunglasses (Classic)"/2600 gald

A man claiming to be a skilled bounty hunter asks you to exterminate the monsters of the Samangan Arboreal Area. Clear it while passing through the Samangan Arboreal Area together. By the way, the skilled bounty hunter will merely "watch over" you from somewhere even if you're in trouble and will not come to your aid.

● Locations with enemies

● Enemies to fight

Spider ×2 ▶ P.468

Power | Lv. 11 | HP 3000

Element: 火 水 風 地 光 闇

Flower Cat ×2 ▶ P.477

Speed | Lv. 11 | HP 2845

Attribute: 火 水 風 地 光 闇

020 A Delivery to the Inn

Timing: Part 1 Samangan Sea Stop 【START】 (P.183) and onward

Condition: —

Action: Talk to the sailor at the bottom of the stairs northwest of the regular ship dock at Samangan Seaside Stop (P.184)

Character Seed: Alvin Elise Rowen Leia

Reward: Attachment "Sunglasses (Standard)"/2600 Gald

You will take custody of luggage from a crew member. After receiving the luggage, go to the Karaha Shahl inn and hand it to the woman by the fireplace to clear it. Accept the request before heading to Karaha Shahl.

021 Rising War Clouds

Concurrent: Part 1 Karaha-Shar [START] (P.191) ~ Part 1 Varmia Gorge (P.193)

Condition: —

Action: Approach the merchants talking near the Karaha-Shar Central Plaza (P.192) entrance/exit on the Taras Road side

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

From the merchants' idle chatter you can hear that the tension of war between La Shugar and Azure is rising. Since they make a living from distribution, they seem particularly anxious.

022 Fugitives ①

NEXT ▶ 076 (P.341)

Period: Part 1 Karaha Sharl [START] (P.191)~ Part 2 Olda Palace (P.248)

Condition: —

Action: Talk to the boy opposite the weapon shop in Karaha Sharl Central Plaza (P.192)

Characters: Jude, Mira, Alvin Elise Lowenreia

Reward: —

In the streets of Karahashaal, a child points out that she resembles the suspect on the wanted poster. Mira cannot hide her shock at being exposed by "that composite sketch."

Even if the children find out, they won't get caught or punished. Feel safe to speak to them.

023 Jet-Black Feather ①

NEXT ▶ 025 (P.331)

Time: Part 1 Karaha-Shar [START] (P.191) onwards

Condition: —

Action: Talk to the man standing on the west side of the Karaha-Shar East Market (P.192)

Characters: Jude, Mira, Alvin Elise Rowen Leia

Reward: See table below

You meet a man collecting "Jet-Black Feathers," and from then on an exchanger who trades the precious item "Jet-Black Feather" for items becomes available. At the exchanger, for each time the number of deposited "Jet-Black Feathers" exceeds certain thresholds, you will receive items and a large amount of gald. Because the deposited count accumulates, there is no problem even if you use feathers for exchanges.

●Tradeable Items

Number of copies	Items	Number of copies	Items
25	Blue Sage	25	Omega Elixir
25	Blue Savory	20	Rivavius Ore
25	Blue Rosemary	20	The Great Tree's Fruit
15	Blue Lavender	20	Saint Horse Horn
15	Blue Verbena	20	Sunbird Tail Feather
15	Blue Chamomile	20	Aquatic Jelly
15	Blue Basil	20	Silver Scent Scale Powder
15	Blue Saffron	50	Strange Core
15	Blue Jasmine	50	Lapis Lazuli

●Rewards and Titles Received Based on the Number of Deposited Items

Number	Reward	Title
100	Valuable Item "Arts Ball" / 10,000 gald	Pitch-black wisps of hair
200	Attachment "Hat" / 20,000 Gald ※	Pitch-black down
300	Accessory "Blue Sephira" / 30,000 gald	Pitch-black feather
400	Personal "Mira 'Young Lady' Outfit" / Personal "Alvin 'Casual' Outfit" / 40,000 gald	—
459	—	Pitch-black single wing
1000	—	Pitch-black wings

*If a character does not have the "hat" hairstyle, it can be obtained at the same time.

024 Jet-Black Feather ②

Timing: Part 1 Karaha-Shar [START] (P.191) onwards

Action: Talk to the man near where the trader at Karahashaal East Market (P.192) was located

Once the event trigger conditions are met, the trader will disappear and cannot be used until the event is cleared. First, talk to the man near where the trader was. After the conversation, defeat the thieves on the map to the right to clear the event.

Condition: Found 459 or more "Jet-Black Feathers"

Characters: Jude, Leia, Alvin, Elise, Rowen, Leia

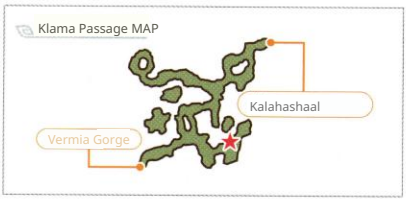
Reward: Accessory "Zexseed" / 50,000 gald

● Enemies to fight

Resistance Tribe Warrior x3 ▶ P.470

①Guard | Lv. 60 HP 6779 | Element: Water, Earth

● Enemy locations



025 Tipo's Family!? ②

Seaso: Part 1 Karaha-Shar [START] (P.191) and on

Condi: Clear 17 "Tibo's Family!? ①"

Action: Talk to the girl standing in the center of Karaha-Shar East Market (P.192)

Character: Jude, Mira, Alvin, Elise, Lowen, Lia

Rewar: Material "Echo Ore"

017 In "Tipo's Family!? ①" you will follow the trail of a peddler said to sell a stuffed toy that closely resembles Tipo, information you heard from the ferry man at Samangan Sea Stop. Talk to the girl in Karaha-Shar East Market; after asking about the peddler's whereabouts, head to Ilat Sea Stop. At Ilat Sea Stop, a crowd has gathered near the accessory shop. Approach there and you will encounter the peddler.

What's it like

But the truth is...? Rumi... speaks like Tipo A stuffed toy sold by peddlers

Can only be obtained in the mine. Elsewhere in the Baikal Ruins The reward "Echo Ore" is

026 The Melancholy Merchant

Timing: Part 1 Karaha-Shar [START] (P.191) onwards

Condi:

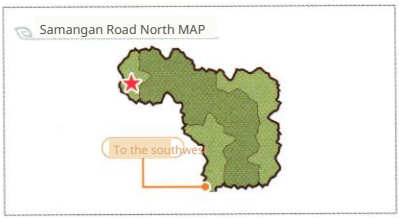
Action: Talk to the merchant standing on the east side of Karaha-Shar Central Plaza (P.192)

Characters: Jude, Millan, Alvin, Elise, Rowen, Lia

Reward: Attachment "Lament Glasses" / 3,000 Gald

A merchant asks you to exterminate the monsters on the Samangan Road. The target enemies are on a plateau deep in the northern part of Samangan Road. The enemy Angrytas has strong defenses, but if you link with Alvin and have him use Breaker, the fight becomes easy.

● Locations with enemies



● Enemies to fight

Angrytas ×1 P.456

⑩ Guard Lv. 13 HP 4000

Element 火 水 風 地 光 闇

Wind Spirits ×3 P.457

Magic Lv. 13 HP 2500

Element 火 水 風 地 光 闇

027 Imprisoned Life

Seaso: Part 1 Karaha Shar 【START】 (P.191) onward

Actio: Enter the basement of Hamil's storage shed (P.170)

Condi:

Characte: Jude, Mira, Alvin Elize, Rohen Reid

Report conte

In the basement of the western storage shed in Hamil, hear from Elize and Tipo about how they used to live in Hamil. Jao seemed to wish for Elize to get along with the villagers and live here in peace, but for young Elize, living alone in an unfamiliar place was too difficult a demand.

It also seems to be a storage. Goods, Palenji wine storage The basement is famous in Ha-mil

Production

ks bread.

Mira gets drunk after drinking wine The master also seems to be weak with alcohol. It will be exposed. The spi

028 Pink cute things

Timing: Part 1 Karaha-Shaal 5 (p.191) and later
Condition: —
Action: Talk to the pair of girls in the square in front of the Karaha-Shaal lord's mansion (p.193)
Characters: Jude, Mira, Alvin, Elise, Rowen, Leia
Reward: Weapon: "Princess Staff Première"

To show the girls "cute pink things," Elise runs around seeking pink items. The required items are the three listed in the table below, each obtainable as random treasure on the maps. You can access all maps only toward the end of the story.

● Items to bring and how to obtain them

Order	Items	How to obtain
1 Peach-sakura petal		Exploration points of Varmia Gorge
2	Pink elephant tusk	Exploration points and Pouch of the King's Hunting Grounds
3 Pink Emerald — Tatar Abyss exploration point • bag		

A devoted pink item
They quietly watch over Elise, who is searching for it, is being looked after by her companions

029 Travel Charm

Timing: Part 1 Karaha-Shaarl 5 (P.191) and onward
Condition: —
Action: Talk to the girl in the square in front of the Karahashaar lord's mansion (P.193) Action
Characters: Jude, Miraavi, Elise, Rowenreia
Reward: Valuables "Item Ball Plus"

If you speak to the girl standing in front of the lord's mansion in Karahashaar, she asks you to deliver a charm to her father at the Ilart Sea stop. This valuable side event rewards the valuable item "Item Ball Plus."

Therefore, you should complete it early once the event period begins.

The girl's father is at Ilart
Regular ship terminal at the sea stop is right beside it.

030 Mystery of the Canyon

Period: Part 1 Varmia Gorge 4 (p.196) ~ Part 2 Olda Palace (p.248)
Condition: —
Action: Enter Varmia Canyon, Great Hollow (P.199)
Party: Jude, Mira, Alvin, Elise, Rowen
Mira, Alvin, Elise, Rowen
Rewards: —

Jude and the others visit the mysterious device in Varmia Canyon again. Rowen tells them that the plan to jump from the summit to save Crane and the others was actually a gamble, which gives them all a chill.

031 The Shape of the World ①

NEXT ▶ 115 (P.349)

Timing: Part 1: Varmia Gorge 5 (P.196)~ Part 2: Olda Palace (P.248)
Condition: —
Action: Talk to the man standing opposite the inn entrance in the central square of Karahashar (P.192)
Characters: Jude, Mira, Alvin, Elise, Rowen, Leia
Reward: Accessory "Moonstone"

At the request of a scholar studying shifts in spiritual energy, go to the top of Varmia Gorge to install an observation spirit magic device. The destination is the summit in the northeastern part of Varmia Gorge.

You can take a shortcut by climbing the tower. If you have already dropped the rock when you previously visited, from the summit

032 The Inner Affairs of the Army

Timing: Part 1 Barmia Gorge 10 (P.196) ~ Part 1 Gandara Fortress 【START】 (P.202)
Condition: —
Action: Approach the people standing across from the inn entrance in Karahashaal Central Plaza (P.192) Action
Characters: Jude, Mira, Alvin, Elise, Rowen, Leia
Reward: —

Rowen drove off the La Shughal soldiers with a single shout. The townspeople praise him, but Rowen warns that if they had orders, the soldiers would have attacked.

033 Tipo Recovery

Period: Part 1 Gandara Fortress (P.202)~
Part 1 Gandara Fortress (P.202)

Condition: —

Action: At the Karahashaal Manor entrance (P.193)
Talk to Elise

Party: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

At the Drossel manor you can see Elise's behavior. Tipo also seems to have recovered, and engages in lively banter with Elise. Note that the occurrence period is short.

034 Crane and Drossel

Period: Part 1 Gandara Fortress (P.202)~
Part 2 Kan-Balk (P.240)

Condition: —

Action: Talk to Drosse in the private room of the Karahashar Manor (P.193)

Party: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

Jude and Mira visit Drossel, who lost her beloved brother Klein. Remembering her brother's words, Drossel is trying to come to terms with reality in her own way.

035 Mineral Collector

Timing: After the start of Part 1: Le Rondo [START] (P.212)

Condition: —

Action: Le Rondo Lodging: Roland Room 202 (p.213) — Talk to the man
Initiate

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: Attachment "Spinning Glasses" / 4200 Gald

A mineral collector asks you to bring a "Chunk of Quartz." The "Chunk of Quartz" can be obtained from breakable rocks in the Fergana Mine using a pickaxe. Other items can also be found in the rocks. Materials that are good for farming Gald drop here, so mine a lot

Items Obtained by Number of Rapid Hits
Keep tapping at your own pace. Nothing will change. Self

036 Mira and the Book

Period: Part 1 Fergana Mine (P.216)~
Part 2 Orda Palace (P.248)

Condition: —

Action: Enter Le-Rond Matis Clinic Archive (P.213)

Character: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

Mira browses the bookshelves in the Matis Clinic archive. To gain knowledge of the human world, she has read many books, and what she discovers is a single handwritten book.

For the bibliophile Mira, It seems to still bother her . The place with many books

037 The Disappeared Leia

Timing: Part 1: Fergana Mine Field (P.216)~
Part 1: Fergana Mine (P.216)

Condition: —

Talk to Sony in the Roland Inn lobby, Le Rondo (P.213)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward dish: "Special Fruit Yakisoba"

Before departing Le Rondo, Jude and Mira go to thank Leia for her help, but Leia is absent. Instead (?), her parents engage in a spirited banter.

038 Mila's Pendant ①

NEXT ▶ 060 (P.338)

Period: Part 2 Lacrum Sea Stop 【START】 (p.222) ~
Part 2 Olda Palace (p.248)

Condition: —

Action: Approach the left-side breakwater near the regular ferry dock at Lacrum Sea Stop (p.223)

Character: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: —

Mira recounts the memory of the pendant she gave to Jude. The glass bead attached to the pendant is said to have been given by the human children she once played with. It is one of her few "human-like" episodes.

039 Older Sister and Younger Sister ①

NEXT ▶ 087 (P.344)

Period: Part 2 Lakorum Sea Stop 【START】 (P.222) ~ Part 2: Olda Palace (P.248)

Condition: ---

Action: At the Lacorum Port (P.223), speak to the two women standing on the right-hand pier at the regular ferry dock

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

At Lacorum Port you see two sisters arguing. While they show strength in their words, they also display mutual care. Seeing this, Mira—who has never had parents or siblings since birth—becomes interested in the nature of human family relationships.

040 Alvin and Dirac

Period: Part 2: Lacorum Port [START] (P.222~) Part 2: Kan Bark [START] (P.240)

Condition: ---

Action: Enter the Le Rond Mathis Clinic (P.213)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

You can see a conversation between Jude's father, Dirack, and Alvin. The content suggests they have known each other for some time. The event's duration is short, so be sure to return to Le Ronde and watch it before heading to Kang Balk.

While treating (someone) strictly, Dirack is Jude as a parent. Watching over their growth.

041 Wanted Poster ②

Timing: Part 2 Lakorum Sea Stop 【START】 (P.222) and beyond

Condition: 015 Clear "Wanted Poster ①"

Action: Approach the bulletin board at Lacorum Seaport (P.223)

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: —

Wanted posters for Jude and Mila were also posted at Lacorum Seaport. Rowen remarked that the portrait on the wanted poster was an advanced spirit art that reflects a person's inner self. The party, taking his joke seriously, was shocked yet somehow convinced.

042 Found Treasure!?

Timing: Part 2 Lakorum Sea Stop 【START】 (P.222) and beyond

Condition: —

Action: At the Lacorum Port (P.223), speak to the antiques dealer near the jewelry shop

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: Attachment "Tight Headband" / 5,000 gald

At the antiques dealer's request, you are to deliver a bargain vase to the antiques shop in the eastern market of Karahaa Shar. The destination shop previously sold a cup bearing the Ifrit crest.

043 Supreme Topknot Stylist

Timing: Part 2 Lakorum Sea Stop 【START】 (P.222) and beyond

Condition: ---

Action: At the Lacorum Port (P.223), speak to the man with his hair in a topknot standing on the left-hand pier of the regular ferry dock

Characters: Jude, ミラ, Alvin, Elise, Rowen, Leia

Reward: Attachment: "Twin Tails"

The objective is to take the "Lord's chonmage" to the elderly man with a tied topknot. The "Lord's chonmage" can be obtained from the Aifreed's Treasure located in the king's hunting grounds, but to get t
It will be in Part 2, after Shang Dou 15.

Obtained a chonmage (topknot)

You should obtain the item. When you visit, the intended a story's royal hunting ground

044 Orange Soup

Timing: Part 2 Lakorum Sea Stop 【START】 (P.222) and beyond

Condition: ---

Action: Talk to the woman at the entrance on the lord's mansion side of Karahashar Central Plaza (P.192)

Party: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: Valuable item "Item Pole Plus"

The Sharl household maid asks you to bring the dish "Orange Soup" that Crane used to make to cheer up Drossel. This dish can be purchased once the cook's shop level is raised to 5.

045 Lowen's Glory

Time: After Part II Lacorum Seaport [START] (P.222)

Condition

Action: Go to the front of the northeastern mansion of the lord's residence located in Karaha Shar Lord's Mansion Front (P.193)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

Jude and the others pass by the building where the soldier who shot Crane was hiding. The arrow used in the assassination was one once devised by Rowen. Jude conveys Crane's words to the grieving Rowen to cheer him up.

046 Le Ronde Memories ①

NEXT ▶ 067 (P.339)

Time: Part 2 Lakorum Sea Stop 【START】 (P.222) and beyond

Condition: ---

Action: Enter Le Rondo Lodging: Roland Lobby (P.213)

Character: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: Accessory "Piyonon"

Leia followed Jude and the others without telling her parents. For that act, her martial-spirited mother Sonia's anger explodes. Mira and Rowen also end up getting scolded as collateral damage from this.

047 The Old Man's Wish

Time: Part 2 Lakorum Sea Stop 【START】 (P.222) and beyond

Condition: ---

Action: Talk to the elderly man near the Boltea Forest Path entrance on Le Rondo Central Street (P.213).

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: Material "Sapph

I will go to the depths of the Fergana Mine to place the sake. The destination is the far end of the Fergana Mine, Fourth Mining District, shown on the map below. By the way, the reward material "violet-blue stone" (菫青石) has a shop build point value of 1, but if sold it becomes 10,000 Gald.

● Place to set down the sake

048 Defeat the Thieves' Guild

Time: Part 2 Lacorm Sea Stop 【START】 (P.222) onward

Condition: 046 Clear "Le Ronde's Memories ①"

Action: Speak to the warlock in the lobby of Le Ronde Inn Roland (P.213)

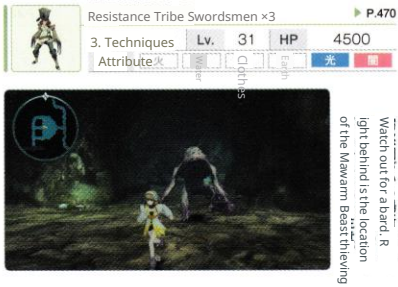
Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: Attachments "Tengu Mask"

Leia's father asks the warlock to deal with a band of thieves. The thieves themselves are not a significant threat, but the enemies on the same map are formidable. If it seems impossible, train your characters before attempting the challenge.

● Locations with enemies

● Enemies to fight



049 Edge of the World ①

NEXT ▶ 120 (P.351)

Period: Part 2 Lacrum Harbor Stop (p.222) ~ Part 2 Olda Palace (p.248)

Condition: ---

Action: From the regular ferry dock at Lacrum Harbor (p.223), go to the breakwater on the left

Characters: Jude, Mira, Alvin Elise Sloen Leia

Reward: —

From the breakwater at Lacrum Harbor, Jude gazes out at the sea, wondering what lies at the end of the world. In response, Mira finds it strange that humans would risk danger to go out, since there is enough land to live on.

050 Abnormal Spiritual Energy

Timing: Part 2 Lacrum Road 2 (p.224) and beyond
Condition: —
Action: At the inn counter of Lacolm Sea Stop (P.223), stand in front of the counter
Talk to the woman who is there
Characters: Jude, Mira, Alvin, Elise, Rowen, Leia
Reward: Attachment: "Partner Mask" / 5,400 Gald

At the Lacolm Sea Stop inn, you are asked to exterminate monsters. The requester is inside the building, so they are easy to overlook. Once you reach the northeastern part of Lacolm Road, return to the inn and t

● Locations with enemies

● Enemies to fight

Fanteil ×2 ▶ P.476
Power Lv. 26 HP 4000
Element 火 Water Wind 地 光 龍

Silva Crab ×2 ▶ P.466
① Guard Lv. 26 HP 3500
Element Fire Water Wind Chi ang 龍

051 Azure, Its History ① NEXT ▶ 337)

Period: Part II: Shandou (P.227)~
Part II: Olda Palace (P.248)
Condition: —
Distrct: Talk to the woman in front of the statue in Shandou Central ict (P.229) Action
Characters: Jude, Mira, Alvin, Elise, Rowen, Leia
Reward: —

Elise and Jude meet a historian who introduces herself as Karla in front of the statue in Shandou. To open up the shy Elise, Karla gives her a quiz that helps win her trust.

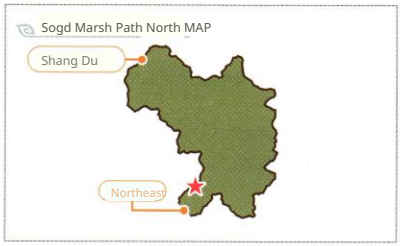
Karla seems well informed about the history of Azure, which has a distinctive culture.

052 Wandering Youth

Time: Part 2: Shan Du (P.227) onwards
Condition: —
Action: Talk to the woman near the landing pier to Sogd Marsh Road in the central district of Shandu (P.229)
Characters: Jude, Mira, Alvin, Elise, Rowen, Leia
Reward: material: "Fruit of the

If you are asked to find the brother who went to play in Sogd Marsh Road, go from the southern landing pier of Shan Du to Sogd Marsh Road. The enemies that appear there are somewhat tougher than elsewhere, so it's okay to leave it for later.

● Location of the brother



053 Cause of Spiritual Power Change ① NEXT ▶ 092 (P.345)

Period: Part 2: Shan-Du 2 (P.227) ~
Part 2 Orda Palace 7 (P.248)
Condition: —
Action: Take the elevator on the west side of Shan-Du Central District (P.229)
Talk to the woman who is ahead after climbing up
Characters: Jude, Mira, Alvin, Elise, Rowen, Leia
Reward: —

Jude and the others meet a geographer who is investigating the spiritual-energy distribution of Riese Macia. She proposes a hypothesis that the extreme spiritual energies across Riese Macia may be the result of distortion caused by some force.

Impressed by the bold hypothesis that overturns common beliefs about Riese Macia, Jude and the others come to aid him, but only Mila shows a complicated reaction.

054 Outcome of the Finals

Period: Part 2: Shandou (P.227)~
Part 2: Olda Palace (P.248)

Condition: —

Action: Speak to the announcer standing in front of the entrance at the back of the Shandu Coliseum—Hero's Chamber (P.230).

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Rewards: —

Jude and the others are told by the coliseum announcer that the final match was declared void. Leia is furious at the unfair outcome, but Mira presses the announcer about the relationship between the tournament organizers and Arc Noah rather than dwelling on that.

055 Poacher Subjugation

Period: After Part II — Shandu (P.227)

Condition: —

Action: Talk to the woman near the entrance on the King's Hunting Grounds side in Shandou Central District (P.229)

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Rewards: Attachment "Horn" / 5600 gald

A woman asks you to defeat the poachers in the King's Hunting Grounds. The enemies are on a high ledge and cannot be reached from below. Refer to the map below to search for them.

● Locations with enemies

● Enemies to fight

Resistance Tribe Heavy Infantry ×1 ▶ P.470
Guard Lv. 28 HP 5000
Element 火 水 風 Earth 光 Gate

Resistance Tribe Sword Commander ×2 ▶ P.470
③ Technique Lv. 28 HP 4200
Element 火 水 風 Earth Light 闇

If you feel uneasy about the battle, you can join up with Alvin and Elise before attempting it.

056 Laboratory Infiltration

Period: Part II: Reberry Cavern (P.234) ~
Part II: Olda Palace (P.248)

Condition: —

Action: Descend to the lowest level of Liberry Rock Shaft (P.237)

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Rewards: —

You can hear the story of when Alvin once infiltrated the Enhanced Spirit Research Facility located in Reberry Cavern. Because you must descend to the lowest level of Reberry Cavern, be sure to view this when you visit during the story.

057 Aftereffects

Period: Part II: Reberry Cavern 5 (P.234~)
Part II: Olda Palace (P.248)

Condition: —

Action: Enter the inn in Shandou (P.229)

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Rewards:

You are to search for the "Heart Herb" for Mila. This item should be obtainable from exploration points or sacks on the Mon Plateau. If you have the "Heart Herb" in your possession and stay at the Shandou inn, the task will be cleared.

She still seems unwilling to withdraw; the pain of the allied medical Gintekis is The others worry about Mira.

058 Azur, Its History ② (P.320) NEW

Period: Part 2: Riberry Rock Hollow (P.234)~
Part 2 Orda Palace (P.248)

Condition: 951 Clear "Azure: Its History ①"

Action: Talk to Carla in the Shandou Inn lobby (P.229) and select on

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Rewards: —

Jude reunites with Carla at the Shandou inn. Carla congratulates him on winning the tournament and tells the story of when her brother won the tournament twenty years ago.

059 Mother and Child ①

NEXT ▶ 121 (P.351)

Period: Part 2: Riberry Rock Hollow 5 (P.234)~
Part 2: Olda Palace (P.248)

Condition: —

Action: Enter a house in the Central District of Shandu (P.229)

Characters: Jude, Mira, Alvin, Elise, Lowen, Leia

Reward: —

Jude and the others visit Alvin's mother, Leticia, in her room. Having lost her husband after leaving her hometown and driven to madness by homesickness, Alvin took on dirty work for his mother. Additionally, if you speak to Leticia again after the event, an extra event will occur.

Jude and the others also appear. Now, an additional event that occurs during Leticia's story

060 Mira's Pendant ②

Period: Part II: Reberry Cavern (P.234) ~
Part II: Olda Palace (P.248)

Condition: Cleared "Mira's Pendant ①"

Action: Approach the Ival group in the plaza of Ni-Acheria (P.177)

Characters: Jude, Mila, Alvin, Elise, Rowen, Reya

Reward: —

When Mira returns to Ni-Acheria, the children who once gave her a glass bead have grown up and come to visit Ni-Acheria. Jude and the others, wanting not to disturb the reunion, decide to act separately from Mira.

This event differs greatly between the Mila chapter and the Jude chapter. In the Mila chapter, the battle occurs with only Mila and Alvin present, so prepare for combat.

● Enemies to fight

Power Sol Alknoa ×3 ▶ P.474

Power | Lv. 27 | HP 4400

Element: 火 水 風 Earth 光 闇

Jude and Leia stay at Ival's house as house-sitters. They receive a mike-style hospitality.

061 Kital Tribe's Elixir

Period: Part 2: Riberry Rock Hollow 6 (from P.234 onward)

Condition: —

Action: Talk to the man standing in front of the reception in the Arena, Warrior's Room of Shandu (P.230)

Characters: Jude, Mira, Alvin, Elise, Lowen, Leia

Reward: Valuable item "Item Ball Plus"

At the request of a subordinate of the Kitaru tribe, you are to fetch a "Mysterious Bead". The "Mysterious Bead" can be obtained at exploration points such as Mon Plateau and Libery Rock Hollow, or from bags. It has a low spawn rate, so search patiently.

Dissatisfied bead

If you still haven't obtained it, it is recommended to search in the nearby Mon Plateau.

062 Arena *

Details P.354

Period: Part 2: Riberry Rock Hollow (From (P.234) onward

Condition: —

Action: Talk to the receptionist at the Shanh・Du Arena, Chamber of Heroes (P.230)

Characters: Jude, Mira, Alvin, Elise, Rowen, Reya

Reward: See P.354

※This sub-event will not be registered in the event list.

063 Jude's Proxy Duty ①

NEXT ▶ 117 (P.350)

Period: Part 2 Kang Baruk 【START】 (P.240~)
Part 2 Olda Palace (P.248)

Condition: —

Action: Go to the front of Matis Clinic on Central Avenue, Le Rond (P.213)

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Rewards —

An emergency patient is rushed into the Matis Clinic. Jude conducts the examination in place of the absent Dirack, but despite the urgent situation he hesitates in making a decision. Dirack then returns and, with prompt treatment, saves the patient.

About making decisions —as an adult

Leave all responsibility to (my) son

Dirac speaks.

064 The Runaway Boo Rabbit

Period: Part 2 — Kang Ba[illegible] (after p.240)

Condit[illegible] —

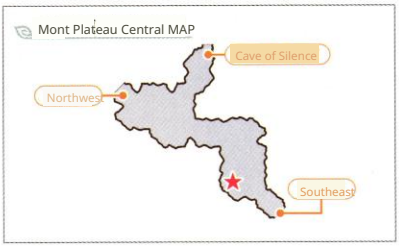
Action: Standing in the center of Kanbaruku Residential District Plaza (P.242)
Talk to the woman

Characters: Jude Mira Alvin Elise Rowen [illegible] Leia

Reward: Attachment "Usamimi (White)"/6000 Gald

A bride in the town of Kan-Baruku asks you to f
ind a Bu-rabbit that escaped to the Mon Plateau.
It is her tribe's custom to serve a roasted Bu-rabb
it at the wedding. The Bu-rabbit is hiding behind
a rock at the location shown on the map below, s
o find it and bring it to the bride.

● Where the Buusagi Are Located



The content differs when persuading the discovered Bu usagi in Jude's chapter and Mira's chapter.

065 Fun Chat

Timing: Part 2, Kan-Balk 2 (from P.240)

Condition: —

Action: Stay at the inn on Kan-Balk Main Street (P.241)

Characters: Jude [illegible] Alvin Elise Rowen [illegible] Leia

Reward: —

A scene that occurs when staying at an inn. Elise and Leia are having an animated girls' talk, and Jude and Rowen try to compete with a boys' talk.

Judd, who cannot keep up with girls' talk, ends up blurting out unnecessary remarks.

066 Survival of the Fittest

Period: Part 2 — Kang Balk 2 (after p.240)

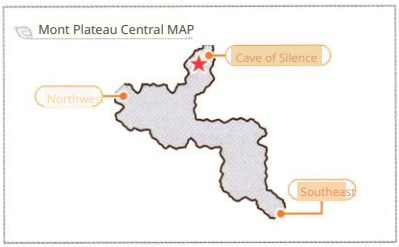
Condit[illegible] —

Action: Speak to the slaying soldiers on Kanbaruku Avenue (P.241)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: Attachment "Earmuffs" / 6000 Gald

You are requested to exterminate the monsters on Mont Plateau. The monsters should be found just bef ore the Silent Cave. Bring Mira, who has abundant fir e-element arts, to exploit the enemies' weakness. ● E nemy locations



● Enemies to fight

Parus Gekogeko ×1 P.473
Strange Lv. 36 HP 5000
Attribute 火 水 風 [illegible] 光 闇

Balus Otaota ×3 P.473
Strange Lv. 36 HP 3700
Attribute 火 水 風 Earth 光 闇

067 Le Ronde Memories ② NEXT ▶ 119 (P.351)

Era: Part 2, Kan-Balk (from P.240)

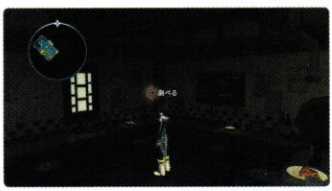
Condition: Clear 046 "Memories of Le Ronde ①"

Action: Le Ronde Lodging Roland Lobby (P.213) near the restaurant
Examine the mapo curry on the nearby table

Characters: Jude Mira Alvin Elise Rowen [illegible]

Reward: —

Jude reminisces about the mapo curry at Leia's family home. His favorite mapo curry is said to have once been a token of reconciliation from when he had a fight with Leia.



The trigger for starting the event and The "Mapo Curry" l ocated at the place in the photo is called

068 The Shadows That Work in Secret ②

NEXT ▶ 095 (P.345)

Period: Part 2 Kan Baruk (P.240)~ Part 2 Olda Palace (P.248)
Condition: [14] Clear "Shadows at Work ①"
Action: Go to the inn in Central Shandou (P.229)
キャラ: Jude Mira Alvin Elise Rowen Leia
Reward: —

Jude and the others accuse Alvin of betraying them in Kang Baruk. Alvin says he only pretended to betray them, but the group cannot shake their distrust. Then Alvin reveals that he was acquainted with Presa of the Four-Element Blade.

069 Azure, Its History ③ NEXT ▶ (P.344)

Period: Part II Kang Baruk (P.240)~ Part IV Ni-Akelia Spirit Mountain 3 (P.286)
Condition: 058 Clear "A. Azure, Its History ②"
Action: Talk to Carla in the Shandou Inn lobby (P.229)
Characters: Jude, Mira, Alvin, Elise, Rowen, Leia
Queue: —

An event in which Carla teaches (you) about King Gaius. After speaking to her at the inn, if you speak to Carla who has moved to the back of the arena, you can hear the rest of the story. The content concerns Gaius in his youth, and the grudge between Carla and Gaius is also revealed.

070 Poetry Collection and Dictionary ①

NEXT >> 091 (P.345)

Period: Part 2 — Kang Balk (after p.240)
Condition: —
Action: Shandu Central District (P.229) — Landing for the Sogd Marsh Path
Talk to the traveling merchant near the site
Characters: "Jude" Mira Alvin Elize Rowen Leia
Reward: Valuable item: "Rondau Language Dictionary"

They meet a peddler who sells books, and while looking at his wares they discover an unexpected person's collection of poems. Jude and the others try to buy the poetry collection, but it has already been sold. As an apology, the peddler gives them a "Rondau Language Dictionary."

Wingar uses spirit augmentation Extreme (Booster) user. The language they used at the time was Rondau.

071 Reviving Memories

NEXT ▶ 122 (P.351)

Period: Part 2 — Kang Balk (after p.240)
Condition: —
Action: Enter Eastern Hamil (P.170)
Characters: Jude Mira Alvin, Elise, Rowen Leia
Reward: —

In the deserted Ha-Mir, Tipo begins to tell of an incident Elise had forgotten. Hearing this, Leia suggests that Tipo might be able to recall other past events Elise does not remember. After this event, if you go to the bridge in Shandou, an event will trigger in which Tipo talks about the Spirit Augmentation Research Institute.

Leia's prediction proved spot on. What Tipo recalled in Shan Do was that Elise had once met Wingal at the laboratory in the past.

072 Search for the Villagers

NEXT ▶ 073 (P.341)

Period: Part 2 — Kang Baruk (after p.240) onward
Requirement: Clear 071 "Resurrected Memories"
Action: Speak to the woman inside a house in Ha·Mir East (P.170)
Characters: Jude, Mira, Alvin, Elise, Rowen, Leia
Reward: Attachment "Inumimi (Shiba)" / 6200 Gald

In Hamir, which was devastated by an attack from the La-Sugar army, a lone remaining villager asks them to search for the other villagers. After this, when they go to the Ilat Sea Pier an event occurs and the Rolan family moves to Ha·Mir.

After hearing Jude and the others talk about Ha·Mir, the Rolan family decides to move there. This event is the first of a series of events to rebuild Ha·Mir.

It's from the great Azu

Wow, there's something creepy here!

073 In Search of Milk

NEXT ▶ 074 (P.341)

Period: Part 2 — Kang Ba[illegible] (after p.240)

Condit[illegible] 072 Clear "Find the Villager"

Action Approach Roland in eastern Hamil (P.170)

Characte[illegible] Jude, Mila, Alvin, Elise, Rowen, Leia

Reward Attachment "Earring" / 6200 gald

072 "Find the Villager" — Roland, who has become a new resident of Hamil, asks you to find a cow. After accepting the request, a young cowherd will appear in Ni-Akeria; speak with him to have him give you the cow. Once you have obtained the cow and report back to Roland, the event is cleared and you receive a reward. Additionally, request 074 "The Mystery of Dodoria" will be triggered. Note that if you return to Ha·Mil after talking to the cowherd, the previously uninhabited village will have villagers again and the shop will become available.

When it comes to animals, it's Ni-Akeria. The young cattle shepherd is in Ni-Akeria. He is on the south side of the traveling merchant.

074 The Mystery of Dodoria

Period: Part 2 — Kang Ba[illegible] (after p.240)

Condit[illegible] Clear 073 "In Search of Milk"

Action: Talk to Rolan in the eastern Ha-Mil area (p.170)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: Attachment "Mini Silk Hat" / 6200 gald

This time, for Roran, who is thinking of a new specialty product for Ha-Mir, investigate how to peel a Dodoria's shell. Learn the shell-peeling method from the Warlock at the inn in Le Rondo. Report the cooking method you heard from the Warlock back to Roran to clear the event.

After clearing the event, the villagers of Ha·Mil will increase further. Ha·Mil had once become completely deserted, but thanks to Roland's family, it has regained its former appearance.

075 Professor House's Research

Timin[illegible] Part II Barnaul Road (P.244) onward

Condit[illegible] —

Action Approach the group of four students in the II-Phantalim Medical School dormitory corridor (P.159)

Charact[illegible] Jude Mira Alvin Elise Rowen Leia

Reward —

In the hallway of the Tarim Medical School dormitory, inquire about Professor House's award-winning research. It appears that Professor House's research while alive concerned methods of commanding spirits without exchanging mana.

076 The Fugitives ②

Period Part II Barnaul Road (P.244) ~
Part II Olda Palace 6 (P.248)

Condi[illegible] Clear 022 "Fugitives ①"

Action Talk to the girl standing in front of the Sansara Trading House in Irfan Central Plaza (p.160)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward —

In the town of Irfan, a child once again recognizes you as a wanted criminal. This event has a very short availability period, so be sure to view it as soon as you arrive in Irfan.

Reia and Mira take things at their own pace. Even though they were exposed, Mira is branded as a wanted criminal by the children, were wearing masks.

077 End-of-Term Sales Battle

Timing: Part II — Barnaul Road (P.244) onward

Conditions

Action Enter II-Fansa Samsara Trading House 2F (p.160) and go right
Talk to the manager who is there

Characters: Jude, Mira, Alvin, Elise, Rowen, Reia

Rewards: Attachment "Tiara" / 6,800 gald

The manager on the 2F of the Samsara Trading House has run out of stock and is in trouble. Bring her a "Meadow Crystal" for her. "Meadow Crystals" can be obtained from exploration points on the Barnaul Road and similar locations.

078 Report Materials

Period: After Part 2, Barnaul Road (P.244)

Condition: —

Action: Talk to the young man located southeast of the II Phantarium Medical School dormitory reception (P.159)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: Attachment "Dog Tail (Shiba)" / 6,800 gald

At a student's request, go collect "monster fluid." You can obtain "monster fluid" in the Sogd Marsh Path and the Baikal Ruins mine. If you don't have it yet, you can also get it when you later progress the story and go to the Arcando Marsh.

079 Message to the Fortress

Period: After Act II Barnaul Road (P.244)

Condition: —

Action: Talk to the woman standing in front of the Barnaul Road-side entrance/exit of II·Fan Central Plaza (P.160)

Party: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: Attachment "Angel's Halo" / 6,800 gald

You are asked to deliver "A Letter to Father" to Gandara Fortress. The father is a soldier guarding the west gate of Gandara Fortress. When heading to the west gate, it is best to go via Barnaul Road. After you hear his reply, return to the requester and relay the contents to clear the request.

080 Leia's Failure? ①

NEXT ▶ 110 (P.348)

Period: Act II Barnaul Road B (P.244) ~ Act IV Ni-Akeria Spiritual Mountain Entrance (P.286)

Condition: —

Action: Enter II Phantarium Medical School Examination Room No. 5 (P.159)

Character: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: Accessory: "Soul Ring"

To treat the injured Sylph mimic, Jude and Leia go searching for "Harmonica Grass." "Harmonica Grass" can be obtained from exploration points or sacks in the Arcando Marsh. Be sure to acquire it before heading to the Faizabird Marshlands.

An injured Sylphmodoki. Delivering the "Harmonica Grass" will reveal an unexpected owner.

081 Where is the Wyvern?

NEXT ▶ 093 (P.345)

Period: After Part 2, Olda Palace (P.248)

Condition: 093 Have not cleared "Homing Instinct"

Action: Return to the location where the wyvern was on the southeastern section of Barnaul Road (P.245)

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: —

The wyvern that had been on the Barnaul Road is disappearing. Rowen tells a flustered Jude and Elise that the wyvern has probably moved somewhere. Note: This event disappears when 093 "Homing Instinct" occurs.

This event will occur and for a while you will not be able to return to Karaha Shahru.

082 Alder Palace Library

Timing: Part II: Olda Palace 9 (p.248) and onward

Condition: —

Action: Approach the bookshelf deep in the west of the 1st Archive on the 3rd Layer of Olda Palace (P.250)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

Mira visited the Alda Palace library, which boasts the largest collection of books in Riese Maxia. Among the many books, Mira found a legendary book that had been banned.

083 Jiao's Death

Period: Part 3: Church of Zaira's Forest (P.270) ~ Part 3: Church of Zaira's Forest (P.270)

Condition: —

Action: Talk to Plesa and Agria at the Church of Zaira's Forest (P.271)

Cast: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

Jude and Elise hear of Jao's final moments from Agria and Preza of the Four-Element Blades. Agria speaks bitterly, and Preza acts indifferent, but they seem to mourn Jao's death in their own way.

084 Two strategists

Timing: Part III: Church of Zaira's Forest (p.270) and onward

Action: Talk to Wingal at the Church of Zaira's Forest (p.271) (After World Path (2), Wingal moves to the front of Gaius Castle)

Condition: —

Character: Jude, Mira, Alvin, Elise, Rowen, Fleya

Reward: —

Wingal, strategist of Azure, and Rowen, former staff officer of La Shugar, face off over the battle map. After Part III: Church of Zaira's Forest 5, Wingal disappears from in front of the church, but after Part IV: World Path (2) [START] (p.316) he appears in front of Kan Bark Gaius Castle. There is also a chat that occurs at that time, so it's also an option to handle it later.

The battle recreated on the war map is the Faizabard Battle from 20 years ago. Two strategists clash.

085 Lost Extramundane Ring ①

NEXT ▶ 125 (P.352)

Timing: Part III: Church of Zaira's Forest (p.270) and onward

Action: Approach the object at the back center of the chapel in the Zaila Forest (P.271)

Condition: —

Character: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

At the request of the church maidens Tice and Pater, you will collect the "Mysterious Orbs" that were lost from the ring called Rigai. The locations where the "Mysterious Orbs" can be obtained are the 23 places listed in the right table. Among these, Vewind Eye and Gladdy Claw appear on the field but are boss-type enemies. Vewind Eye uses sickles in both hands for wide-range attacks and uses its tail to pin you down. Approach and attack with Jude equipped with the skill "Step Armor." The wide-area petrification attack "Stone Powder" is troublesome, so equip accessories that prevent petrification as well.

Gladdy Claw's consecutive attacks from "Wild Voice," which causes stun, into "Wild Pressure" are powerful. Counter this with accessories that prevent stun, keep sufficient distance, and focus on arts-based attacks.

When you collect all the "Mysterious Orbs" and give them to Tease and the others, 125 "The Lost Otherworldly Principle (II)" occurs.

It will be quite a while before you have collected all the orbs. Be patient and gather them gradually.

● Locations of the "Mysterious Orbs"

Map name	How to obtain
Ha-Mir	Event in Ha-Mir (P.170)
Ni-Akeria	Dresser in House No.2 (P.177)
Ni-Akeria Approach	Southwest: Aifreed's Treasure (P.179)
Sogd Wet Path	North: Treasure Chest (P.386)
Samangan Road	Northern Aifreed's Treasure (P.186)
Karahashar	Lord's Manor Entrance Drawer (P.193)
Kurama Pathway	Treasure Chest (P.195)
Talas Road	Southwestern Aifreed's Treasure (P.201)
Le Rondo	Lodging Roland Room 203 Nightstand (P.213)
Voltea Forest Path	Northeastern Aifreed's Treasure (P.215)
Rakolum Road	Central Treasure Chest (P.225)
Baikal Abandoned Mine	Northern Treasure Chest (P.387)
Shan Du	Household Wardrobe (P.229)
The King's Hunting Ground	Central Aifreed's Treasure (P.233)
Mon Plateau	Northern Treasure Chest (P.239)
Kan Balk	Residential District Household Wardrobe (P.242)
Barnaul Road	South-eastern treasure chest (p.245)
Alkand Marsh	Central Ifrid's Treasure (p.255)
Trigraph	Drawer by the window on Rod Mansion 1F (p.305)
Helioborg Base	Treasure chest in the Armaments Research Building 14F Storage (p.
Tatar Abyss	Ifrid's Treasure on B3F (p.390)
Tolbaran Road	Item dropped by Veuwind Eye (p.307)
Rusaru Road	Item dropped by Gladic Claw (p.315)

●Boss to fight

Veuwind Eye ×1 ▶ P.457

Lv. 62 Steel Body 8

HP 70000

Element 火 氷 風 地 光 闇

Drops Mysterious Orb (100%)

Can be stolen Strong Treat (50%)

Gladic Claw ×1 ▶ P.462

Lv. 63 Steel Body 8

HP 77000

Element "Fire" Water 風 Earth Light 闇

Drops Mysterious Orb (100%)

Stealable Specific Plus (50%)

086 Azure, Its History ④

NEXT ▶ 123 (P.352)

Period: Part 3 Kang Balk (2) 6 (P.272)~
Part 4 Ni Akeria Sacred Mountain 3 (P.286)

Condition: 069 Clear "Azure, Its History ③"

Action: Talk to Karla in the Can-Balk Inn lobby (P.241)

Party: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: —

At the Can-Balk inn, Jude accompanies Karla as she practices her lesson. Karla's lesson recounts the story up to Gaius becoming king. You can hear about Gaius's vision for nation-building and his encounter with Wingal.

Gaius apparently uses an alias, but even if you ask Karla her real name, He evades the question. Ev

087 Elder Sister and Younger Sister ②

NEXT ▶ 127 (P.353)

Period: Part 3 Kan Balk (2) 8 (P.272)~
Part 3 Kan Balk (2) 9 (P.272)

Condition: —

Action: After the party reunites in Kan Balk Gaius Castle Central Hall (P.242), move toward the castle gate side

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

Mira and Musee discuss human families. Mira, speaking of the joy of having a family to Musee, who is like an older sister to her, finds that their conversation somehow doesn't quite connect.

088 Jao and Wingal

Period: Part 3 Kang Balk (2) B (P.272)~
Part 3 Kang Balk (2) 9 (P.272)

Condition: —

Action: Speak to Wingal in the Audience Chamber of Kang Balk Gaius Castle (P.242)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

Elise asks Wingal about Jao. Wingal also seemed to have trusted Jao, and Jao's absence appears to be a great loss to him as well.

*The Fire Tigre is summoned with "Call Act."

089 Cave Monster

Period: From Part 3 Kang Balk (2) 8 (P.272) onward

Condition: —

Action: Talk to the guest in the Kang Balk inn, Room of Frozen Wind (P.241)
Speak

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: Attachment: "Blindfold"

Receive a request from a guest at the Can-Balk inn to go out and slay monsters. The target maps and enemies differ between Mila's and Jude's chapters: in Jude's chapter you will fight a Fire Tigre at the Nol Scorch Cavern — Lava Lake (P.268); in Mila's chapter you will face two Aqua Dragons at the Kukuru Frozen Cavern — Underground Lake (P.263). If playing Jude's chapter, prioritize gear with fire resistance; if playing Mila's chapter, prioritize water resistance. After defeating the enemies, return to the inn and report to the client to clear the request, but be sure to collect all treasure chests and similar items before doing so.

● Enemies to fight (Jude chapter)

Fire Tigul ×1 ▶ P.475
Boss | Lv. 40 | HP 46000
Element: 火 (Fire) | 水 (Water) | 風 | Earth | 光 | 闇

Tiny Tigur ×2 ▶ P.469
Speed | Lv. 39 | HP 4500
Attribute: 火 | 水 (Water) | 風 | 地 | 光 | 闇

Fire Spirits ※ ▶ P.475
"Magic" | Lv. 39 | HP 4100
Attribute: 火 (Fire) | 水 | 風 | 地 | 光 | 闇

●Enemies to fight (Mira chapter)

Aqua Dragon 1×1 ▶ P.453
Boss | Lv. 40 | HP 36000
Element: 火 | 水 (Water) | 風 | 地 | 光 | 闇

Aqua Dragon 2×1 ▶ P.454
Boss | Lv. 40 | HP 35000
Element: 火 (Fire) | 水 (Water) | 風 | 地 | 光 | 闇

090 Soldier Using the Black Box

Period: Part 4 Ha-Mil (2) (P.282) ~
Part 4 Ni-Akeria Sacred Mountain 3 (P.286)

Condition: —

Action: Go to the back of the orchard in western Ha-Mil (P.283)

Characters: Jude, Reia, Alvin, Elise, Rowen, Leia

Reward: Rare item "Shell of the Spirit Fossil"

Jude and Leia pick up a spirit fossil in Ha-Mil's orchard. While Leia was bedridden, there apparently was a battle between the Elenpios soldiers and the La Shugar troops.

091 Poetry Collection and Dictionary ②

Period: From Part 4 Ha-Mil (2) (P.282) onward
Condition: 070 Clear "Poetry Collection and Dictionary ①"
Action: Enter the lord Kalaho Schaal's private chamber (P.193)
Characters: Jude, Mila, Alvin, Elise, Rowen, Leia
Reward: —

In "070 'Poetry Collection and Dictionary ①'" the merchant was selling a poetry collection titled "The Mad Cry of Love." The one who bought this collection written by Rowen was Drossel. When she tries to have her favorite poetry collection reprinted, Rowen panics.

She seems to have liked the poetry collection. Drossel reads it aloud repeatedly, so much so that Rowen...

092 Cause of Spiritual Energy Change ②

Period: From Part 4 Ha-Mil (2) (P.282) onward
Condition: Clear 053 "Cause of Aetheric Flux Change ①"
Action: Talk to the woman who is located after taking the elevator on the northwest side of Shang-Du Central District (P.229)
Characters: Jude, Mirah, Alvin, Elise, Rowen, Leia
Reward: —

Jude and the others reunite with Shang-Du's geographer. Her hypothesis about the aetheric flux change is proven correct by the existence of the Boundary Shell (Shell). She then begins to wonder why the Boundary Shell was created. It becomes clear that the outside world the others were trying to hide is gradually being revealed.

093 Homing Instinct

Period: From Part 4 Ha-Mil (2) (P.282) onward
Condition: —
Action: Go to the wyvern cage in Shang-Du Central District (P.229)
Characters: Jude, Mila, Alvin, Elise, Rowen, Freya
Reward: —

Rowen and Elise breathe a sigh of relief upon learning that the wyvern borrowed from Yurgens has returned to Shang-Du. Note that viewing this prevents 081 "Where is the Wyvern?" from triggering, so check that one first if desired.

094 Suppressing Anxiety ①

NEXT ▶ 111 (P.349)

Timing: Part 4: Ha-Mir (2)4 (from P.282)
Condition: —
Action: Stay at the Il Fan Hotel Haifan (P.160)
Characters: Jude, Mila, Alvin, Elise, Rowen, Leia
Reward: —

An event that occurs when staying at the Hotel Haifan in Il Fan. Jude, now accustomed to life in Il Fan, tells Leia tips for living in Il Fan's night district. Even though he puts on a cheerful front, it becomes clear he spends sleepless nights filled with anxiety.

Jude sighs alone after seeing Leia off. He pretends to be fine in front of his companions, but he seems on the verge of being overwhelmed by anxiety.

095 Shadows at Work ③

NEXT ▶ 113 (P.349)

Period: Part 4 Ha-Mil (2) (P.282) onward
Condition: Clear 068 "The Shadows at Work ②"
Action: Talk to Ede at the outpatient reception of Il Fantarim Medical School (P.159)
Characters: Jude, Mirah, Alvin, Elise, Rowen, Leia
Rewards: —

You are informed by Ede that the wanted notice against him has been lifted. Ede also tells Jude and Leia that Pleza is an operative of the Garbage Unit and asks them to inform Alvin as well. However, thinking this is a past Pleza would prefer not to be touched on, the two decide to keep it from Alvin.

Ede and his wife seem to have once been close to Preza, who had infiltrated Il Fan, and they also appear to know Alvin, who lived with Preza.

096 In a Dream 1

Timing: Part 4 Garry Passage (Spirit World) (P.293~)
Part 4 Ilart Passage (Spirit World) 5 (P.296)

Condition: —

Action: Ha-Mil (Spirit World) West (P.295) Attempt to enter the storage shed 1F from the south door

Party: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

In the spirit world at Ha-Mil, you encounter villagers being attacked by monsters. If you chase after Ifrit, who has gone to rescue the villagers, you will enter combat with the monsters. After victory, enter the village chief's house to clear the event. The battle will be fought by Mira alone, so set the Four Great Spirits to her arts/skills and fight.

● Enemies to fight

Flower Herby (Spirit World) ×2 ▶ P.477
Magic Lv. 49 HP 5200
Attribute 火 Water 風 地 光 闇

Wont (Spirit World) ×1 ▶ P.459
Power Lv. 46 HP 5500
Element 火 水 風 Ground 光 闇

097 In a Dream 2

Timing: Part 4 Ilart Passage (Spirit World) 1 (P.296~)
Part 4 Ilart Passage (Spirit World) 5 (P.296)

Condition: —

Action: Stay at the inn in Ilart Sea Port (Spirit World) (P.297)

Kaf: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: —

After staying at the inn in Ilart Sea Port, Mila dreams of Jude. At this time, Mila remembers her own name, but cannot recall Jude's name.

098 In the dream 3

Timing: Part IV Ni-Akelia (Spirit Realm) [START] (P.298)~
Part IV Ni-Akelia Unzan (Spirit Realm) (P.302)

Condition: —

Action: Enter the Ni-Akelia (Spirit Realm) meeting hall (P.299)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

At the Ni-Akelia meeting hall, Mira dreams of the moment just before dying in Zilnitra. She is shaken between her duty as Maxwell and her desire to protect Jude.

099 The Inventor King

Timing: Part IV Trigraph [START] (P.304) onward

Condition: —

Action: Trigraph Rod Mansion 2F Corridor (P.305) Talk to the man standing in front of Baran's room

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: Accessory "Crona Symbol"

An inventor asks you to bring him "Navi Metal." "Navi Metal" can be obtained from enemies such as Menifty at the Helio Borg Base, but it stops appearing after Part 4 Helio Borg Base 5. In that case, you can obtain it from exploration points or bags in the Tatar Abyss.

The reward accessory "Crona Symbol" prevents all status ailments and status changes. It is invaluable in battles against powerful enemies in arenas and

100 Rumors of Elenpios ①

NEXT ▶ 109 (P.348)

Timing: From Part 4 Trigraph (P.304) onward

Conditions

Action: Approach the resident on the west side of Trigraph Rod Mansion 1F (P.305)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

Jude and the others overhear the women of Erenpios indulging in gossip. This event reveals how the people of Erenpios live and how the Otherworld Furnace plan is perceived.

The event occurs in the space to the right after entering the Rod Mansion's entrance. Could this be the spot where the mansion residents gather for their gossip?

*Entries like "Part IV Gali Passage (Spirit Realm) – Ha-Mir (Spirit Realm)" omit the latter place names in the later half.

101 Dissemination of the Black Box

Timing: Part IV Trigraph (P.304) onward

Condition: —

Action: Enter Trigraph Rod Mansion Room 102 (P.305)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

Mira met a girl who had overcome illness with a medical black box (Jin). Having been in Liese Maxia, she never imagined the black box could help people in ways other than as a weapon, so she cannot hide her surprise. This event also shows how deeply the black box is rooted in the daily life of Erenpios.

The doctor who made the girl's grandmother's medical black box was named "Matis." He shares the same surname as Jude, but he appears to have already passed away.

102 The Unending Recipe

Timing: Part IV Trigraph (P.304) onward

Condition: —

Action: Talk to the old man standing at the east corner of Trigraph Citizen Park (P.305)

Party: Jude, Alvin, Elise, Rowen, Leia

Reward: Attachment "Pipe" / 11,400 gald

Fulfill the wish of an elderly former chef who wants to try the "Cream Croquette Parfait." The "Cream Croquette Parfait" becomes available for purchase once the cookshop's shop level reaches 29 or higher.

The "Cream Croquette Parfait - Regular" can also be obtained from a treasure chest. If you haven't used it yet, give that one to him.

103 Responsible Position

Timing: Part IV Trigraph (P.304) onward

Condition: —

Action: Talk to the two men on the west side of Trigraft Trigraf Port (P.305) approach

Characters: Jude, Mira, Alvin, Elise, Rowen, Freya

Reward: —

Heard merchants talking at the port. Jude was made to think about responsibility and judgment by the company president's words to an employee who had conducted unauthorized deals.

104 Gali Hunting Hunt

Timing: Part 4 Trigraph 2 (p.304) and beyond

Condition: —

Point of: Trigraph Talk to the vigilante member at the entrance/exit of Trigraph Port (p.305)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: Attachment "The Phantom Mask" / 11,400 gald

A vigilante at the port requests the extermination of outlaws called "Gari" because Gari refers to ordinary people who do not possess black boxes for armament. The Gari hunting request is located just to the right after exiting Trigraph onto Torubaran Road.

● Locations with enemies

● Enemies to fight

Savage Power Sol ×2 ▶ P.464

Power | Lv. 55 | HP 7200

Element: 火 水 風 地 光 闇

Riot Sol Chief ×2 ▶ P.483

Speed | Lv. 54 | HP 6400

Attribute: Fire 水 風 地 光 闇

Erenpios is facing energy problems and troop deployments, and public seems to be worsening.

decided to do it. W

105 Circulation of Elenpios

Timing: Part IV Trigraph (P.304) onward

Condition: —

Go to the center of the Trade District trigraph (p.305)

Characters: Jude, Mira, Alvin, Elise, Lowen, Leia

Reward: —

The party is astonished by the trigraph landscape where everything is powered by black boxes (Jinn). Elenpios is heading toward destruction due to energy shortages, but Alvin says that it will be difficult to immediately change a world built around the black boxes.

Alvin resolves to save the dying Elenpios to change the world.

106 Otherworld Furnace Project

Timing: Part 4 — HelioBorg Base (P.308) and beyond

Condition: —

Action: Enter Trigraph Rod Mansion Room 303 (P.305)

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Rewards: —

They hear from an official of the Otherworld Furnace Project at the Ministry of the Otherworld about the history of the project. It becomes clear that the people of Jiland and Erenpios have been working for over 20 years to solve energy problems.

Even within Erenpios, there are pros and cons regarding the Otherworld Furnace Project. There appear to be divided opinions.

We must somehow carry out the plan.

107 Overflowing Miasma

Details P.366

Timing: Part 4 — HelioBorg Base (P.308) and beyond

Condition: 016 "Defeat the Magi-Beast ①"

Action: Proceed toward the B1F side of Tatar Abyss 1F (P.388)

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: —

108 Assault of the Armored Beasts

Details P.366

Period: After Part 4, Rusaru Highway ~ The Hill Where the Dimension Split (P.313)

Condition: 016 "Defeat the Magi-Beast ①"

Action: Enter the rooftop of Armament Research Building 14F at HelioBorg Base (p.312)

Party: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: —

109 Rumors about Elenpios②

Timing: Part 4 — Rusal Highway ~ Hill of the Rent Dimension (p.313) and beyond

Condition: Clear 100 "Rumors of Elenpios ①"

Action: Approach the resident on the west side of Rod Mansion 1F in the Trigraph (p.305)

Characters: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: —

Jude and the others hear rumors among the people of Erenpios once again. The topic is the Svent family, Alvin's birth family, and it seems that disputes among relatives never cease.

I have no intention of returning home. Apparently, Alvin's family, the Sverts, are a prestigious household.

110 Leia's failure? ②

Season: After Chapter 4: Path of the World Spirit (2) [START] (P.316)

Condition: clear 080 "Leia's Failure? ①"

Action: Enter Il Fundor Medical School, Examination Room No.3 (P.159)

Characters: Jude, Milla, Alvin, Elise, Rowen, Reya

Reward: —

Jude and the others visit Plan at the Talim Medical School once more. Plan tells Reya, who apologizes for being unable to save Agria, that even if it was death, he is glad that she was freed from being consumed by hatred.

Even to Plan, Agria Galus is as insignificant as me

Agria's retainer personally delivered the news of her death

111 Suppressing Anxiety ②

Timing: Part 4: The Path of the World's Spirit (2) [START] (P.316) and beyond
Condition: 094 "Suppress Your Worries ①" cleared
Action: Stay at Ilphan Hotel Haifan (P.160)
Characters: Jude, Mila, Alvin, Elise, Rowen, Leia
Reward: —

After 094 "Suppress Your Worries ①", staying again at Il Fundor's Hotel Haifan will trigger this. Jude spends a sleepless night full of anxiety; Rowen tells him stories of soldiers on the battlefield. Thanks to Rowen's casual concern, Jude remembers the presence of his companions and is able to set his burdens down.

When anxious on the battlefield, taking a deep breath lets you see the comrades around you. Thanks to Roen's words—who has a wealth of life experience—Jude overcame his anxiety.

112 Musée's assault

Timing: After Part 4, The Path of the World Spirit (2) [START] (p.316)
Condition: —
Action: Speak to the woman near the traveling merchant in Akeria (p.177)
Characters: Jude, Mila, Alvin, Elise, Roen, Leia
Reward: —

Mira, who visited Ni-Akeria, asks the villagers about events that occurred during her absence. The village appears to have been attacked by Muse, and at that time those who knew the oral traditions of the Boundary Shell (Shell), including the elder, died. Mira, enraged by Muse's merciless actions toward those who know of the Boundary Shell's existence, becomes more determined to stop her.

The oral tradition the old man tried to speak of in 007 "The Legend of Maxwell"—was it about the Boundary Shell? Muse seems to be in a semi-out-of-control state.

113 The scheming shadows ④

Timing: Part 4: The Path of the World's Spirit (2) [START] (P.316) and beyond
Condition: 095 "The Shadowy Manipulators ③" cleared
Action: Speak to the old man at Akeria Meeting Hall (P.177)
Characters: Jude, Mila, Alvin, Elise, Rowen, Leia
Reward: —

Alvin receives a letter addressed to him that a villager said they found. Presa, who knew Alvin would return to Jude and the others, had left the letter behind. Moved by Presa's feelings, Alvin vows to protect his place for her sake.

From this letter, it's clear that she truly cared for Alvin from the bottom of her heart.

114 Armored Beast ②

Details ▶366

Timing: After Part 4, The Path of the World Spirit (2) [START] (p.316)
Condition: Defeat all Magi-Armored Beasts
Action: Speak to the old storyteller at Samangan Sea Stop (p.184)
Characters: Jude, Mila, Alvin, Elise, Rowen, Leia
Reward: —

115 The Shape of the World ②

Season: Clear 031 "The Shape of the World ①" after Chapter 4: Path of World Spirit (2) [START] (P.316)
Condition: —
Cen: Talk to the man standing across from the inn in Karahashar Central Plaza (P.192)
Characters: Jude, Mila, Alvin, Elize, Rowen, Leia
Rewards: —

An event in which scholars of Karahashar report the results of observations conducted in 031 "The Shape of the World ①." The observations reveal that the use of spirit arts causes a bias in spirit energy. It shows that spirit arts are not perfect.

Liese Maxia also harbors the danger of eventually becoming like Elenpious.

116 Gandara Fortress Assault

Period Part 4: The Path of World Refinement (2) [START] (P.316) and onward

Condition —

Action: Approach the crowd in front of the Karaha-Sharl lord's mansion (P.192)

Characters: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: Tome of the Unusual Ability "Total Arts Rejection"

For Drossel and the people of Karaha-Shahr, go to defeat th e golem of Gandara Fortress. Once you enter the East Gate of Gandara Fortress, proceed with the following steps.

The Gandara Fortress defense golems appear as No. 1 and No. 2 simultaneously. If you defeat one, another will immediately join the battle. In total, both No. 1 and No. 2 will appear twice each. Their attack power is extremely high and they have many attacks that cause a downed state, so if you let your guard down you can be surrounded by two of them and quickly be wiped out.

Control Rowen and keep a safe distance before

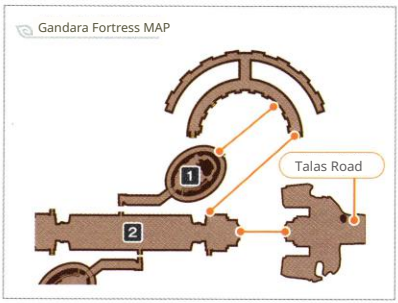
It is recommended to repeatedly use "Tidal Wave." Go

After defeating Rem, entering the lord's manor will complete the mission.

●Clear Procedures and Maps

1 Obtain the valuables "Golem Disruptor" in Control Room 02

2 Upon entering the central main passage, you will immediately engage in battle with the Gandara Fortress Defense Golem.



●Boss to fight

Gandara Fortress Defense Golem ×1×2 P.461

Lv.55 Bronze Body 12
55 Bronze Body 12
HP 40000
40000
Attributes: Mass Water Wind Earth Light Sun
Drops The Red Mantle (100%)
Can be stolen

Gandara Fortress Defense Golems 2×2 P.461

Lv. 55 Copper Body 12
HP 40000
Attribute Fire Water Wind Earth Light [Dark]
Drops The Blue Mant (100%)
Can be stolen

117 Jude's Substitute Consultation ②

Period Part 4: The Path of the World's Essence (2) [START] (p.316) and onward

Condition 116 Clear "Jude's Substitute Diagnosis ①"

Action Go to the front of Matis Clinic on Central Street in Rolonde (p.213)

Characters Jude Mira Alvin Elize Rowen Leia

Reward Accessory "Mental Symbol"

Having returned to Rolonde, Jude is informed that his father Dirack was caught in a collapse accident at the Fergana Mine and heads to the rescue. Dirack an d the others are lying in the southwestern corner of t he 4th mining area; speaking to them clears the obje ctive. This is an event that lets you feel Jude's growth as a person. ● Location of Dirack and the others

118 Medical Zyntex

Period Part 4: The Path of World Refinement (2) [START] (P.316) and onward

Condition 117 Clear "Jude's Substitute Doctor ②"

Action Go to the consultation room in front of Dirac at Le Rondo Matis Clinic (P.213)

Characters Jude Mira Alvin Elise Rowen Leia

Reward —

To heal his sister's injury, the boy Solan went to t he Baikal Ruins seeking Medical Zyntex. You need to search for him. Go to the northern part of the Baika l Ruins and approach Solan there. Here, Dirac's true identity and the cause of Leia's accident will be reve aled.

● Location where Solan is

119 Memories of Le Ronde ③

Period: Part 4 Seisei no Michi (2) [START] (P.316) onward

Condition: Clear 067 "Memories of Le Ronde ②"

Action: In Le Ronde, at the Roland Lobby lodging (P.213), examine the roasted whole chicken at the restaurant

Character: Jude, Mila, Alvin, Elise, Rowen, Leia

Reward: —

Mira can't stop drooling over the whole roasted chicken placed on the counter, and looks ready to eat it at any moment. Jude speaks to her, who has come to fully know the pleasure of eating. In Le Ronde, it is customary for Leia to eat this restaurant's chicken to celebrate birthdays.

Jude, who hasn't had chicken in a long time, is told by Mira and the others that for Jude's next birthday they promise to all eat chicken together.

120 Edge of the World ②

When entering: Part 4 Seisho's Journey (2) [START] (p.316) onward

Condition: Clear 049 "Edge of the World ①"

Action: From the regular ship terminal at Rakorum Sea Stop (p.223), go to the northwest wave stand.

Character: Jude, Mira, Alvin, Elise, Rowen, Leia

Reward: —

Jude and the others returned to the pier at Rakorum Sea Port. Mira says that although Maxwell concealed the existence of the outside world, he loved and protected humans because humans possessed curiosities and other emotions.

The party went to Elenpios beyond the edge of the world to learn the truth of the world. Mira admonishes Jude, who hesitates about removing the Shell (Dan'kai Shell).

121 Mother and Child ②

Season: Part 4 Seisei no Michi (2) [START] (P.316) onward

Condition: Clear 059 "Mother and Child ①"

Action: Go to the front of the private house in Central Chandoux (P.229)

Characters: Jude, Kumiko, Alvin, Elise, Rowen, Leia

Reward: Valuable item: "Gambelt"

The party visited Leticia's room in Shan-du. However, Alvin's mother Leticia had already passed away. When Alvin pressed Isla about the cause of their mother's death, she ran out of the room. After that, pursue Isla and head to the Libery Cavern. Isla should be found on the suspension bridge just inside the cavern. The reward "Gunbelt" is the item with which Alvin learns the skill "Charged Armor".

Letisha had hoped that Isra would be freed after her own death. She wished for that.

122 What Lies at the Bottom of Memory

Period: Part 4 Seisho's Journey (2) [START] (p.316) onward

Condition: Clear 071 "Reawakened Memories" / Clear 121 "Mother and Child ②"

Action: Enter the Libery Rock Cavern (p.235)

Characters: Jude, Mila, Alvin, Elise, Slawen, Leia

Reward: Material "Brinsesia"

In an event that occurs when entering the Libery Rock Cavern, the location where Elise's house once stood is revealed. After hearing from Jurgens in the Liberry Rock Cavern about where the house was, head north to the Mon Highlands. By the way, the reward "Princesia" is a material worth 5,000 Shop Build Points and can only be obtained here.

The person Elise believed to be her father in her memories was actually Jao. Just as she was about to give up, Jurgens unexpectedly spoke a single word.

123 The King, Gaius

Timing Part 4: The Path of the World's Spirit (2) [START] (P.316) and beyond

Condition 【058 Clear "A Jule, Its History ②"】

Action Approach the crowd in front of Kan·Balc Gaius Castle (P.242)

Characters Jude, Mira, Alvin, Elise, Rowen, Reia

Reward —

With Gaius absent, Kan·Balc fell into turmoil among its people. Carla lamented the situation and began to speak about the kind of nation Gaius had aimed for. Hearing her, the citizens—renewed in their acceptance of Gaius's will—decided to act themselves, resolving to live strongly even amid the chaos.

It was conveyed to the people. Gaius's will was certainly to protect the weak — the Gaius

124 Apparition of a Beloved Person

Timing Part 4: The Path of the World's Spirit (2) [START] (P.316) and beyond

Condition —

Actions Enter Faizabird Marshlands Southern Area (p.256)

Characters Jude, Mira, Alvin, Elise, Rowen, Leia

Rewards —

This event lets you hear the episode about Carrie, Nachtigal's younger sister and Rowen's fiancée. First, go to Faizabird Marshlands Southern Area and hear Rowen's story about Carrie. After that, follow the steps below to proceed. Though there is no reward, it's worth seeing for Rowen's charm on full display.

● Clear Procedure

1 Approach the woman in the center of Trigraph Commercial District (p.305)

Enter the Karaha-Shaal Lord's Manor (P.193)

In a land far away, once reunites with his fiancée Rowen, but...0

la long journey

125 Lost Ring of the External Realm ②

Timing Part 4: The Path of World Refinement (2) [START] (P.316) and onward

Condition 085 Clear "Lost Ring of the External Realm ①"

Action With 23 "Mysterious Orbs" found, speak to Tis and Patel at the church in Zaira Forest (P.271)

Characters Jude Mira Alvin Elise Rowen Leia

Reward —

Once you have collected all the "Mysterious Orbs," give them to Tis and Patel. When they place all the orbs into the Ring of the External Realm, a magic circle will appear and monsters will crawl out from within, triggering a battle.

In this battle, you face both of the Sealed One's familiars, Red and Blue, at the same time. Use free run and "Moving Assault" to avoid being caught in a pincer attack. Most of the attacks from the Sealed One's familiars are dark-elemental. Therefore, equipping gear that grants resistance to dark, such as the "Wizard's Hat" or "Dark Mantle," will make the fight much easier.

● Boss to fight

Sealed One's Familiar – Red ×1 ▶ P.476

Lv.68 Steel Body 8

HP 80000

Attributes: Fire, Water, Wind, Earth, Light

Drops Tech Tome "One Thrust, Certain Destruction" (100%)

Can be stolen Red Lavender (50%)

Sealed One's Familiar – Blue ×1 ▶ P.476

Lv. 68 Steel Body 8

HP 74000

Attributes: Fire, Water, Wind, Earth, Light

Drops —

Can be stolen Blue Chamomile (50%)

Can fight more safely. If you make it possible to collect, you can raise dark resistance for

The target with low HP first. Let's defeat that one. finish it off.

126 Baran's Wager

Seaso Part 4: The Path of the World (2) [START] (p.316) onwards
Condi Viewing the long chat "Cousin Balan" (p.491)
Action Triglafrod Mansion 2F Balan's Room (p.305)
Talk to Balan there
Characters: Jude, Mila, Alvin, Elise, Rowen, Leia
Reward (valuable item): "Lightleaf Clover"

To have Balan tell her Alvin's embarrassing story, Mila makes a bet with Balan. The wager is to find the "Lightleaf Clover," said to be extinct. This item is located in the northern part of Lusal Road; investigating it will trigger a battle with enemies. After defeating the enemies and obtaining the "Lightleaf Clover," return to Balan. • Location of the "Lightleaf Clover"

● Enemies to fight

The marker for the "Lightleaf Clover" is a yellow glow. It is noticeable even from a distance, so once you reach Rusal Highway North you should be able to find it easily.

Teasing yet caring for his cousin, Baran. Remembering the childhood memories that Baran hasn't forgotten, Alvin feels the joy of having returned to his hometown.

127 Older Sister and Younger Sister ③

Timing Part 4: The Path of the World's Spirit (2) [START] (P.316) and beyond
Condi —
Go to Action Triglaf Rod Mansion 3F Corridor (P.305)
Characters: Jude, Mira, Alvin, Elise, Rowen, Leia
Rewards —

In the corridor of Rod Mansion, Mira heard Muse's voice. She entered the room where the voice came from, but Muse had already fled. The blind elderly woman left alone in the room, upon learning that Mira was Muse's sister, told her about an unexpected side of Muse. It turned out that Muse was actually a gentle and timid girl.

Muse saved the blind elderly woman from an accident five years ago and, in place of the woman's daughter who died in the accident, used to read books to her

128 Birth of the Source Spirit Box

Time Part 4 The Path of the World's Spirit (2) 【START】 (P.316) onward
Conditions
Action Enter the Helioborg Base Administration Building (P.309)
Charac Jude, Mira, Alvin, Elise, Rowen, Leia
Reward —

Thanks to the Origin Spirit Box (Origin), he meets a child who has regained the ability to see. The practical implementation of the Origin Spirit Box, which Baran is promoting, seems to be steadily bearing fruit. However, there still appears to be lingering resentment between the Riese Maxia people and the Elenpios people participating in the research. Jude hears this and feels the difficulty of putting the Origin Spirit Box into practical use.

129 Golden Magic Swordsman

Detail P.369

Timing Part 4: The Path of the World's Spirit (2) [START] (P.316) and beyond
Conditions: Obtained the "Golden Key" / Clear "Armored Beast ②" on page 114
Action Go to the depths of the western Faizabird Marshlands (P.258)
Charact Jude, Mira, Alvin, Elise, Rowen, Leia
Reward Tome of the Extraordinary "Unyielding Footing" / The true power of the magic equipment is ur

Arena Strategy

Arena

The arena offers various types of stages, and clearing them rewards you with valuable items. Use t he data and strategies introduced here as reference to survive consecutive battles against formidable opponents!

The five stages with different rules and rewards await

When you advance the story to Part 2, Libery Roc k Shaft 6, you will be able to challenge the Shan-Du Arena. At first only the lower-tier single battle is ava ilable, but by meeting certain conditions you can ch allenge up to five different stage types.

Each stage differs in the number of combat parti cipants and the enemies that appear, and the aren a also has its own special rules as listed on the righ t. Clearing stages grants each character weapons a nd unique skills, so learn the characteristics of eac h stage and give them a try.

Special rules of the arena

- The number of allies who can participate in a battle is fixed f or each stage
- Fleeing from battle is not possible
- Only supplied items can be used during battle (see table below)
- If you are wiped out, or in single battles if you leave the ba ttle area, you fail (HP and TP are fully restored, but the ent ry fee is lost)

■ Stage data

Lower-tier single battle

Participation Requirements	Part 2: From Libery Rock Hole 6 onward
Entry Fee	500 Gald
Number of Participants	1 person
Fixed Rewards	[First time] 5,000 gald, Tencalon Hat※ ▶P.426 [From the 2nd time onward] 1,250 gald
Provided Items	Apple Gummy ×5 · Lemon Gummy ×2 · Orange Gummy ×3 · Pine Gummy ×2 · Mixed Gummy ×2 Banashia Bottle ×3 · Liqueur Bottle ×1

Lower-rank party battle

Participation Requirements	Part 4 Ha-Mir from Chapter 3 onward
Entry Fee	1000 Gald
Number of Participants	Everyone
Fixed Rewards	[First time] 10,000 Gald, Silk Hat※ ▶P.426 [From the 2nd time onward] 2,500 Gald
Supplied Items	- Apple Gummy ×5 - Lemon Gummy ×2 - Orange Gummy ×6 - Pine Gummy ×3 - Mixed Gummy ×3 - Panacea Bottle ×5 - Treat ×2 - Specific ×2 - Life Bottle ×7

Advanced Party Battle

Participation Requirements	After Chapter 4: The Path of World Spirits (2) [START], and clear the Lower-level Party Battle
Entry Fee	3,000 Gald
Number of Participants	Everyone
Fixed Rewards	[First Time] 30,000 Gald, Ability Tome "Propagation Acceleration" ▶P.440 [From the 2nd time onward] 7,500 Gald
Supplied Items	- Apple Gummies ×8 Lemon Gummies ×4 Orange Gummies ×8 ・Pine Gummy ×4・Mix Gummy ×5・Banasy Bottle ×8 ・Treat ×2・Strong Treat ×1・Specific ×2 ・Specific Plus ×1・Life Bottle ×10

Advanced Single Battle

Participation Requirements	Part 4: From Ha-Mil 3 onward, and clear a lower -rank single match alone
Entry Fee	1500 gald
Number of Participants	1 person
Fixed Rewards	[First time] 15,000 gald [From second time onward] 3,750 gald
Character Unique Reward (First time only)	[Jude] Talent Tome "Harmonious Beauty" ▶P.440 [Milla] Talent Tome "Boyish Harmony" ▶P.440 [Alvin] Talent Tome "Quadruple Charging" ▶P.440 [Elise] Tome of Abilities "Near-Death Defense" ▶P.440 [Rowen] Ability Tome "Lower Art Silent Casting" ▶P.440 [Leia] Ability Tome "Desperate Aid" ▶P.440
Supplied Items	・Apple Gummies ×7・Lemon Gummies ×3・Orange Gummies ×4 ・Vine Gummies ×2・Mix Gummies ×3・Miracle Gummies ×1 ・Banashi-a Bottles ×5・Liqueur Bottles ×2

EX Character Battle

Participation Requirements	Clear the Advanced Single Battle solo, and clear the Advanced Party Battle
Entry Fee	5000 Gald
Number of Participants	1 person
Fixed Rewards	[First Time] 50,000 Gald [From Second Time On] 12,500 Gald
Character Unique Reward (First time only)	[Jude] Tipomiton ▶P.400 [Milla] Harisen ▶P.401 [Alvin] Grilled Squid ▶P.403 [Elise] Cat Toy (Cat Teaser) ▶P.404 [Rowen] Pointing Stick ▶P.405 [Leia] Critical Theft! Give That to Me, Meow ▶P.406
Supplied Items	・Apple Gummy ×10・Lemon Gummy ×5・Orange Gummy ×7 ・Pine Gummy ×4・Mix Gummy ×3・Miracle Gummy ×2 ・All Divide ×1 Hourglass ×1

※If each character does not have the "Hat" hairstyle, it can be obtained at the same time.

Single Battle Strategy

Single battles are when the selected single character fights successive enemy groups. There are two types: lower rank and upper rank. Note that leaving the battle area results in a ring-out failure, and when all enemies in a group are defeated, the next group will appear one by one as a reinforcement. Up until then, it's exactly the same cast of characters.

The points where they appear are the same. Also, the enemy groups that appear are the same midway through

By the way, an enemy group that appears is composed of 1–6 types of enemies, but they do not necessarily all appear at the same time. Often, each time you defeat one of the initial enemies, a new enemy will appear one by one as a reinforcement.

It can also be helpful to prepare beforehand. For example, recover HP and such for the next battle and intentionally attack the enemy alive.

Tips for single combat

- Prepare accessories and skills that restore HP and TP P
- repare skills or accessories that prevent or cure status ailments and changes
- Frequently change your skills and equipment to match the enemies
- Unless forcing a ring-out, fight in the center of the battle area

Character-specific Strategy Guide

Jude: It's important to use agility-based movement tactics.

Because movement speed is fast and there are few gaps in stepping, it's recommended to use a tactic of freerunning or stepping to dodge enemy attacks and then counterattack. When attacking, the basic approach is to use the wide-area move "Rondo Whirlwind," but when aiming for a ring-out, use "Lion Battle Roar" or "Reclining Wolf-Hidden Tiger."

Recommended Skill		
Concentration	3-Step Long	
Stepper	Splendark Quick	
Step Armor	Dash	

Mira: Attack safely from the air

Leap into the air, where enemies find it hard to reach you, and from there use "Negative Holder" or "Lightning" to attack enemies gathered at your feet. If you equip skills like "Aerial Jump" and "Aerial Dash" to enhance your aerial mobility, it will become even easier to fight.

Recommended Skills		
Aerial Jump	Aerial Dash	
Aerial Jump 2	Aerial Back	
Aerial Spell	Landing	

Alvin: Finish them off reliably from a distance

Alvin's specialty is powerful long-range attacks. Use freerun to create distance from enemies, then charge and defeat them one by one with "Varia Wulfrash." If an enemy closes in and you get hit, it's effective to use "Guardian Formation" to attack surrounding foes while restoring HP.

Recommended Skills		
HP Relax	Charge Plus	
Speed Charge	Charge Breaker	
Charge Keep	Charge Mental Plus	

Elise: Actively aim for ring-outs

In singles matches, there are hardly any opportunities to cast magic. Set the skills listed below and stick to a strong guard, using techniques while Tipo is OFF. Recommended is "Tibo Battle Roar," which breaks guard after 100 uses and can greatly launch enemies.

So you can also aim for ring-outs.

Recommended Skills		
Warrior	Guard Extend	
Angel Call	Guard Reflect	
Auto Medicine	High Guard	

Lowen: Use spells according to the situation

In group fights use "Tidal Wave" to attack everyone, and when it becomes a one-on-one situation, repeatedly use short-cast, low-TP spells like "Fireball." In both cases, having "Spell Keep," which preserves casting time if interrupted, makes activation easier.

Recommended Skill		
Grace	Spell Keep	
Speed Spell	Heavy Magic	
Spell End	Reduction	

Leia: Use "Swift Claw" and "Rabbit Swift Strike" as attack starters

Use "Swift Claw" to quickly dash as your attack starter, and with the wide attack range of "Great Ring Moon 'Hana'" hit multiple enemies at once. Also, if you can aim for a ring-out, "Rabbit Swift Strike" is effective. It's convenient to set skills that let you use items more effectively.

Recommended Skills		
Item User	Lucky Item	
Good Job	Runner Supply HP	
Speed Item	Runner Supply TP	

Group A

Beginning

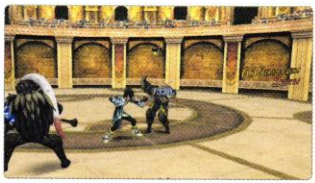
Resistance Tribe Heavy Infantry ×2 — P.470
"Guard | Lv. 28 | HP 5000
Attribute: Fire

Resistant Tribe Mage ×2 — P.470
"Magic | Lv. 28 | HP 4000
Element: 水 風

Reinforcement 1

Resistant Tribe Heavy Infantry Leader ×2 — P.470
①Guard | Lv. 26 | HP 3868
Element: 水 地

At first, two Resistant Tribe Heavy Infantry and two Resistant Tribe Ma
After that, each time you defeat one of these enemi
es, a Resistant Tribe Heavy Infantry Leader will app
ear as a reinforcement. Prioritize eliminating the Re
sistant Tribe Mages that attack from a distance using "Freeze Lancer."



Group B

Initial

Knight Bat ×4 — P.471
Speed | Lv. 32 | HP 3600
Attribute: Fire

Reinforcements 1

Scorpion ×2 — P.467
Power | Lv. 31 | HP 4900
Element: 火

Reinforcements 2

Grand Boar ×2 — P.462
Power | Lv. 40 | HP 6050
Element: 風

Reinforcements 3

Tailbeak ×2 — P.470
Q Power | Lv. 31 HP 4400
Element: Water Wind

The Scorpions that appear as reinforcements use
the poison-inflicting "Time-threaded Disease Nee
dle." Becoming poisoned in single battles, where
means to cure status ailments are limited, is dang
erous. To avoid this, exploit their weakness to Fire
and take them down quickly. Also, if you are hit b
y the charge of the Grand Boar that appears as R
einforcement 2, you can be knocked far away and
easily ring out. When attacking the Scorpions, be
careful not to stand in front of the Grand Boar.

Group C

Initial

Skanky ×2 — P.467
⑥ Techniques | Lv. 22 | HP 3300
Element: 闇

Landogekogeko ×2 — P.485
?Strange | Lv. 21 | HP 4000
Element: 火 水

Reinforcements 1

Parusu Chunchun ×3 — P.473
⑥ Technique | Lv. 39 | HP 3388
Element: Water

Reinforcements 2

Rando Goblin ×2 — P.485
⑥ Techniques | Lv. 21 | HP 2900
Element: 火 地

Reinforcements 3

Water Spirits ×2 — P.458
Magic | Lv. 40 | HP 4500
Element: 火 水

Reinforcements 4

Snow Dragon ×1 — P.468
Guard | Lv. 28 | HP 8800
Element: 火 水

The Water Spirits' "Blue Sphere" has a wide attack
range. If used while you are attacking other enemi
es, it is difficult to dodge, so focus your attacks an
d make it your top priority to defeat them. Also, th
e Snow Dragon that appears as Reinforcement 4 w
ill spawn the moment only one other enemy remai
ns. It is a strong enemy with high HP, so have your
HP and TP recovered before it appears. In that cas
e, leaving two Land Goblins, which move relatively
slowly, makes it easier to create an opportunity to heal.

BOSS Recommended to aim for ring-outs!

Three enemies appear at the same time, and each enemy uses long-range, wide-area attacks. If surrounded, you are likely to take continuous damage and it becomes extremely dangerous. Therefore, a recommended tactic is to force enemies out of the ring. Next, approach and

Quickly close in at the same time, and if you hit a powerful knockback move—such as Jude's "Lion's Battle Roar" or Elise's "Tipo Battle Roar"—you can more easily ring out enemies. Even having one enemy less makes the fight significantly easier, so actively try to target them.

The enemy primarily uses fire-attribute attacks. Equip the skill "Fire Guard" or equip the "Flare Mantle" to increase fire resistance.

Black Box Warrior 1×1 P.467

Lv. 25 Bronze Body 2 HP 10000
Attribute 火 Water Wind Earth Light 闇

Black Box Warrior 2×1 P.467

Lv. 25 Copper Body HP 9000
Attribute Fire 水 風 Earth 光 闇

Black Box Warrior 3×1 P.467

Lv. 25 Steel Body 2 HP 9500
Attribute Fire 水 風 Earth 光 闇

The lower-tier single battle will be cleared at this point, but the upper-tier single battle will begin with combat against Group D.

Group D

Initial

Azure Heavy Spearman ×2 P.455
①Guard Lv. 37 HP 4000
Attribute Fire 水 Wind Earth 光 闇

Evil Wont ×2 P.456
Power Lv. 36 HP 5200
Element 火 水 風 Earth 光 闇

Reinforcement 1

Evil Wont ×1 P.456
Power Lv. 36 HP 5200
Element 火 水 風 Earth 光 闇

Reinforcement 2 増援2

Megist Strent ×1 P.481
Power Lv. 49 HP 8800
Element 火 水 風 Earth 光 闇

When hit by Megist Strent's "Bond-Breaking Twin Hands," you will be blown away a great distance. If a character is at the edge of the battle area when this attack is used, brace your guard to avoid ringing out.

Group E

初期

Resistant Tribal Tactics Sergeant ×2 P.470
Magic Lv. 39 HP 4900
Attribute Fire Water 風 Earth 光 闇

Resistant Tribal Special Swordman ×2 P.470
Technique Lv. 39 HP 4800
Element 火 水 風 地 光 闇

Because the Resistance Tribe magic soldier's "Splash" and "Brus Sphere" are troublesome, first take down this enemy. Group F that follows has many enemies and consists of strong foes. Leave one Resistance Tribe specialty sword soldier for last so you can recover HP and the like.

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Continued from p.357

Group F

Beginning

- Ice Golem ×2 — P.453
  ①Guard — Lv. 40 — HP 8900
  Attribute: Fire
- Fire Golem ×2 — P.475
  Guard — Lv. 40 — HP 8500
  Attribute: Fire

Reinforcements 1

- Azul Magic Soldier ×2 — P.455
  "Magic — Lv. 36 — HP 3000
  Attribute: Fire

Reinforcements 2

- Ice Mandrake ×3 — P.453
  Technique — Lv. 39 — HP 3800
  Attribute: Fire

Reinforcements 3

- Azure Swordsman ×2 — P.454
  ⑥ Techniques — Lv. 37 — HP 3400
  Element: Water

The beams that the Ice Golem and Fire Golem fire in a straight line reach a distance of about five steps and, if they hit, they launch you far away and are likely to cause a ring-out. Hold your guard firmly in the center of the battle area and counterattack at times when other enemies are less likely to strike you. At that time, enemies use guard frequently, so break their guard with skills that have a high break value before going for a combo.

Group G

Initial

- Earth Arena ×1 — P.452
  ?? Strange Lv. 41 — HP 7200
  Attribute: Wind
- Windfly ×1 — P.457
  ① Magic — Lv. 40 HP — 5400
  Element: Water
- Fire Dragon ×1 — P.475
  ① Guard — Lv. 42 — HP 9000
  Element: Water
- Little Deene ×1 — P.485
  ① Guard — Lv. 44 — HP 9400
  Element: Fire, Water

The fireballs shot by the Fire Dragon and the "Arrivederci" used by the Wind Fly have wide attack ranges and are troublesome attacks that launch you far if they hit. If these are used while you are fighting other enemies, it becomes very difficult to evade them. Therefore, first concentrate attacks on and defeat the Wind Fly, which has low HP, then take down the Fire Dragon.

Group H

初期

- Gentle Yplit ×1 — P.464
  ?Strange — Lv. 60 — HP 8725
  Element: Fire, Water
- Gentle No~Muu ×1 — P.464
  Strange Lv. 60 — HP 9563
  Attribute: Fire Water
- Gentle Hihi-hii・fu~ ×1 — P.464
  Strange — Lv. 60 — HP 9009
  Attribute: Wind, Earth
- Gentle Myandie ×1 — P.465
  Strange — Lv. 60 — HP 6882
  Attribute: Fire, Water
- Gentlemen ×1 — P.465
  Strange — Lv. 60 — HP 8800
  Element: Fire, Water

You will face five high-HP enemies at once. If you are surrounded and attacked, you will take massive damage quickly, so use freerunning and steps to move to positions where you are not surrounded. Then, when the enemies are grouped together, counterattack with wide-range skills. Also, to reduce their numbers as quickly as possible, actively aim for ring-outs if enemies are near the edge of the battle area.

Group I

Initial

Gantotus ×1 ▶ P.461
Guard Lv. 59 HP 11000
Element 火 水 風 Earth 光 闇

Strong Shade ×1 ▶ P.467
?? Strange Lv. 60 HP 7200
Element 火 水 風 Earth 光 闇

Unicorn ×1 ▶ P.482
Speed Lv. 60 HP 7100
Element 火 水 風 Earth 光 闇

Prioritize defeating the powerful Strong Shade first — a laser that sweeps all o

Then defeat the Unicorn, which follows with f ast movements and hard-to-avoid charges. A void approaching the Gantortus — it moves slowly and its long-range attack has a narrow reach, so keeping your distance is fine.

Group I

Initial

Crime and Punishment ×1 ▶ P.469
Guard Lv. 60 HP 12800
Element 火 Water/Wind Earth 光 Dark

Attacks that dive underground and then burst out have a short interval before surfacing and they ho me in on you, making them hard to dodge. Also, t he tail-sweeping attack covers a wide area and is e specially troublesome when used while you are m oving in free-run. Because enemies use many atta cks that are difficult to evade, a tactic of guarding steadily and counterattacking is effective. In partic ular, the attacks that spring up from underground leave a large opening after they are executed, so when an enemy dives underground, immediately t ake a guarded stance, block the attack, and then switch to offense right awa

BOSS

Take measures against attacks that cause status ailments!

Ival uses attacks that cannot be guarded against, so the tactic of guarding tightly and counterattacking is difficult to pull off. Inst ead, move around with free-run and strike when the enemy stops moving, using arts with high break value.

Be wary of enemy attacks that cause status effects, such as the charging slash that induces art seal or sk ill seal. If afflicted by these status ailments, counterat tacks become nearly impossible. Therefore, equip the "World Check" or an "Amulet," or use the supplied "R ecul Bottle" to prevent status ailments.

Ival (Arena) ×1 ▶ P.456
Lv.50 Steel Body 4 HP 18000
Attributes: Fire Water 風 Earth Light 闇

In this battle, fences are erected around the battle area, prev enting ring-outs.

If an enemy activat es an Over Limit, a void it by free-running Devote yourself to it.

Party Battle Strategy

In party battles, the party fights together against successive groups of appearing enemies. Unlike solo battles fought alone, you can link with allies, so choose skills that make the most of linking. Specifically, equip skills like "Heal Share Plus" to reduce consumption of healing items, or equip attribute-resistance-boosting skills such as "Earth Guard" or "Aqua Guard."

Note that party battles do not result in ring-outs, so fight using the entire battle area just like in normal combat.

■Guidelines for Party Battles

- Change the characters who participate in combat according to the enemy. Since healing options are limited, always maintain link status and use skills like "Bench Warmer HP" or "Bench Warmer TP" that simultaneously restore the Master and Slave to frequently recover HP and TP. Many enemies have high attack power and pose a high risk of being incapacitated, so avoid incapacitation with skills like "Recall" or Elise's spell "Revive."

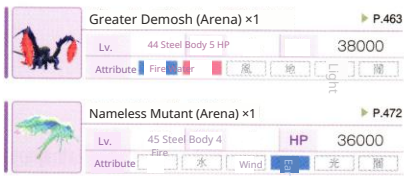
The enemies that appear are basically bosses that were fought during the story, but their levels and stats are unique to the arena.

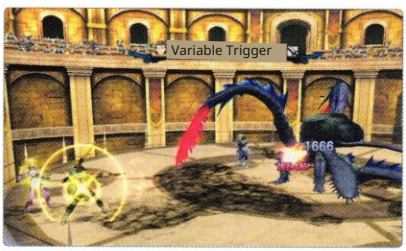
Since the items you can use are limited, you'll want to prevent wasting them. It can also help to set the game to disable auto-items.

Party Battle Strategy Flow

BATTLE I: Target the nameless mutant first, which causes multiple status ailments

Both enemies have wide attack ranges. Also troublesome is that the nameless mutant inflicts status ailments like poison, charm, and magic/skill sealing. Equip accessories that prevent these status ailments and then target the nameless mutant first. In that case, use earth-element techniques and skills that easily hit airborne enemies, such as Reia's "Sansanka".





Greater Demosh is weak to fire. Attacking repeatedly with Alvin's "Variable Trigger" from outside the enemy's attack range is highly effective.

The attacks used by the enemy are mainly Water and Wind element attacks. It's best to prepare accessories and skills that raise resistance to these elements.

◆ Arena Strategy

BATTLE 2 Concentrate attacks and defeat the enemy before it can summon reinforcements

Hammersarm may summon Wormshade, and Firetigur may summon Fire Spirits. Firetigur summons them particularly often, so focus your attacks to defeat it first. For remaining Hammersarms, when they are burrowed underground, focus on guarding or evading, and attack when they appear on the surface.

"Grand Breath"
If you can free-run around to its rear, it's an opportunity.

Hammersarm (Arena) ×1 ▶ P.474
Lv. 46 Steel Body 6 HP 40000
Attributes: Fire 水 風 Earth 光 闇

Firetigur (Arena) ×1 ▶ P.475
Lv. 47 Steel Body 30 HP 39000
Element 火 水 Wind Earth 光 闇

BATTLE3 Increase water resistance with accessories and skills

All of the enemy's attacks are water-element, so raising water resistance makes the fight much easier. If possible, link while having the skill "Aqua Guard" set on all allies. On top of that, equipping the accessory "Aqua Mantle" is ideal. When attacking, deal damage with fire-element arts and techniques, which are the enemy's weak element.

If you get close, "Sp
"Rush Breath" is
Doesn't hit, the attack's
This will become an opportunity.

Aqua Dragon 1 (Arena) x1 ▶ P.454
Lv. 47 Steel Body 5 HP 40000
Element 火 水 風 Earth Light 闇

Aqua Dragon 2 (Arena) x1 ▶ P.454
Lv. 50 Bronze Body 5 HP 40000
Element Fire 水 風 Earth 光 闇

BATTLE4 The key point is to separate the two enemies and fight.

Pterabronc uses a wide-range attack by rotating its wings, and Brutal uses a fast-charging attack. Separate the two, then attack using arts that are easy to land and hit enemy weaknesses, such as Reya's "Great Blooming Moonlight." In that case, operate the fast-moving Jude to lure Brutal and make it easier to pull the two apart.

Brutal may call other enemies. Prioritize defeating it.

Pterabronc (Arena) x1 ▶ P.477
Lv. 49 Steel Body 7 HP 42000
Attributes: Fire Wat 風 Earth Light Realm

Brutal (Arena) ×1 ▶ P.478
Lv. 48 Steel Body 7 HP 40000
Element Light 水 風 Earth 光 闇

The lower-rank party battle is cleared at this point, but the upper-rank party battle begins on the next page as BATTLE 5.

P.362 continues

Continued from P.361

BATTLE 5 Distract the enemies' attacks and defeat them one by one

At first, a Vevind Eye and a Wyvern appear; if you def eat either one, a Graddiclaw will appear. The two enem ies you face initially move quickly and can interrupt you r counterattacks with successive strikes. Split your allie s into two groups to spread out the enemies' attacks. H ave the fast-moving Jude draw the Vevind Eye's attentio n and use moves like "Lion's Battle Roar" to knock it do wn, while the other three unleash a full assault with fir e-element arts and techniques to take down the Wyver n. After that, keep your distance from the slower Gradd iclaw while aiming to defeat the Vevind Eye.

"Stone Powder" is a dangerous attack that causes petrification. P repare accessories such as "Stone Charm" or "Stone Check" to prevent petrification.

Gladdy Claw will stun with "Wild Voice" and then unleash a powerfu l "Wild Pressure." Use "Piyonon" to prevent being stunned.

Save items like "Tr eat" that can heal the whole party u ntil this battle.

"Raging Sun" has an astonishingly wide attack range. Make sure to hold your guard firmly.

BATTLE 6 Prioritize defeating enemies who use arts Wingar and Jao excel at close combat, w hile Agria and Preza use arts and coordinate the ir attacks. With eight combatants mixed togethe r, avoiding wide-area arts becomes very difficult. Therefore, it is wise to prioritize taking down Ag ria and Preza, who use arts.

In particular, eliminate Preza first, who can heal HP with s kills like "Guardian Formation." Then target Agria, who uses t he powerful "Raising Sun." For the remaining two, leave the high-defense Wingar for later and take down Jao first.

Note that all enemies in this battle use ultimate techniques. B ecause it is difficult to continuously avoid enemies' finishers duri ng the fray, fully restore HP while the enemies are in Overlimit.

1 2 3 4 5 6 Sub Events
Arena Strategy

EX Character Battle Strategy

An EX character battle is a stage where five allies who look exactly like the party (excluding the character you choose to challenge the stage) appear as enemies. They not only share appearances but also use the same arts and techniques as your allies, including Resonance Arts and Secret Arts. However, the effects of weapons, armor, and accessories that the allies have equipped are not applied.

Thus, in EX character battles you face special enemies, but effective skills and arts are fundamentally the same as in single battles. However, there is no ring-out, so tactics that rely on knocking enemies out of the battle area cannot be used.

EX Character Battle Guidelines

- When an enemy enters Over Limit, focus on evasion and guarding to avoid taking a Secret Art.
- To prevent being incapacitated by enemy Resonance Arts or Secret Arts, equip skills like "Vitality" or "Recall." To guard against arts, equip the skill "Magic Guard."

Attack with techniques that easily break the enemy's guard or steel body, such as Jude's "Lion's Roar" or Leia's "Rabbit Swift Strike."

The appearance of equipment is reflected. Regardless of what weapon or attachment is equipped, abilities do not change.

To prevent being incapacitated by the enemy's secret arts, use "All-Del." Use "Bide" in advance.

The enemy spawn patterns differ for each challenger

In EX character battles, the order and combinations in which enemies appear change depending on the character you choose to challenge. No matter which character you use, you will need to defeat a total of five enemies, but for Jude and Mira the battle only occurs three times. Because strategies vary with enemy combinations, first check the enemy appearance patterns in the table below, then refer to the攻略 on the following pages.

Enemies may also use secret techniques. When two enemies appear at the same time, link and use powerful Resonance Arts.

Order of enemy appearances by the character you challenge

Enemy appearance order	Jude	Mira	Alvin	Elise	Lowen	Leia
1	Rowen & Leia	Rowen & Leia	Leia	Alvin	Leia	Alvin
2	Alvin & Elise	Alvin & Elise	Elise & Rowen	Rowen & Leia	Alvin & Elise	Elise & Rowen
3	Mira	Jude	Mira	Mira	Jude	Jude
4	—	—	Jude	Jude	Mira	Mira

Enemies that appear

Jude (Arena) ▶ P.465
Lv.60 Bronze Body 4 | HP 20000
Element [Fire][Wednesday] | Qing | Earth | 光 | 闇

Mira (Arena) ▶ P.481
Lv. 60 Steel Body | 4 | HP 20000
Attributes: Fire Water | 風 | Earth | 光 | 闇

Alvin (Arena) ▶ P.455
Lv. 60 Bronze Body | 5 | HP 22000
Attribute: Fire | 水 | 風 | Earth | 光 | 闇

Elise (Arena) ▶ P.459
Lv. 60 | Copper Body | 3 | HP 16000
Element Fire | 水 | 風 | 地 | 光 | 闇

Rowen (Arena) ▶ P.486
Lv. 60 Bronze Body | 4 | HP 14000
Attributes: Fire, Water | Place of Origin | Light Fortune

Leia (Arena) ▶ P.486
Lv. 60 | Steel Body | 4 | HP 17000
Element | 火 | 風 | Earth | 光 | Gate
Water

Jude (Arena) battle　Thoroughly counterattack after evading

Jude moves quickly and closes the distance to you in an instant. He also has a steel body and a fast attack speed, so if you strike first you risk being counterattacked. Therefore, reliably avoid attacks with freerun or backstep, then land attacks that break his steel body and guard. If you fail to break them, immediately put distance between you to avoid being counterattacked.

Recover to maximum. Execute combos. While HP is in Over Limit, aiming for powerful

Milla (Arena) — Aim to attack when his movement stops

He follows swift movements with techniques like "Lunatic Sting" that have little recovery, repeatedly. First, focus on avoiding the enemy's attacks with freerun. When the enemy stops moving after a string of attacks, target that moment with attacks that can break guard and steel body. Also, to avoid counterattacks, immediately backstep or otherwise create distance from the enemy after attacking.

damage can also be effective. Save and use "Hourglass" all at once before this fight without using it earlier

Alvin (Arena) battle　Bringing the fight to close quarters is the key

You will fight Alvin with either Elise or Leia. He frequently uses long-range attacks such as "Variable Trigger," so fighting from a distance is disadvantageous. Close in quickly and force close-quarters combat. Then attack with "Tipo Battle Roar" if using Elise, or "Rabbit Swift Strike" if using Leia. Of course, befitting Alvin's traits, his close-range combat is also quite strong. Focus on guarding and then counterattacking.

Make sure to guard reliably. All of the techniques are high-powered and are unleashed after charging

Harleia (Arena) battle　Exploit openings in rising physical and magical attacks

If you evade or guard against "Hien Shōsen" (Flying Swallow Spiral), you can easily counter when it descends from the air. Also, when it uses spells like "Sharpness" and creates distance, don't miss the opening to strike. Additionally, be wary of the frequent "Kasshinkon: Enbu" (Extended Staff: Waltz) attacks during Overlimit. Guarding against them will break your stance and trigger a secret technique, so focus on dodging with freerun.

This must be definitely stopped. It will recover significantly. Use spells like the chant "Cure" to restore

"Alvin (Arena) & Elise (Arena) battle

Change tactics depending on the character you challenge

The wide-area spells Elise uses combined with Alvin's high-power techniques form a strong synergy. These skills and spells are mainly dark-element, so raising dark resistance via skills or accessories will make the fight easier.

If you challenge with fast movers like Jude or Mila, you can quickly close the gap with enemies, bringing the fight to close quarters, and interrupt Elise's chant while fighting. Conversely, the slow-moving Rowen should use freerun or "Ambush March" to create distance from enemies, then attack multiple foes at once with "Tidal Wave."

If you receive the "Black Guide", you may occasionally be incapacitated by a single blow. As a precaution, consider equipping a "Reverse Doll".

Elise (Arena) & Roen (Arena) Battle

Interrupting spellcasting is the key to victory

This character combination appears when you challenge with Alvin or Leia. Both primarily use techniques to attack, so the point is how you can interrupt their casting. For Alvin, attack from a distance with "Variable Flash"; for Leia, use "Rabbit Swift Strike". However, you cannot interrupt casting while the enemy is in Over Limit because they no longer flinch. If they can chain from an ultimate like "Tidal Wave" into a secret art, you'll take huge damage, so be sure to set the skill "Magic Guard" to guard against ultimate attacks.

The color of the light emitted during casting indicates the element of the technique being used. If it seems unlikely you can interrupt the casting, equipping accessories

Roen (Arena) & Leia (Arena) Battle

Defeat Roen first and then focus on Leia

Against Leia, who aggressively initiates close-quarters combat, you should guard and then counter attack in the same way as when she appears alone. However, if Lowen is present, he will attack from range with arts, making this tactic less effective, so it is advisable to target Lowen first.

Enemies use Resonance Arts, and among them the especially troublesome one is "Stop Flow," which halts your movements. Since the Resonance Art takes about 3.5 seconds to finish casting, use that time to recover HP or TP, or put distance between you and the enemy.

Even if you defeat Lowen, Leia will use "Raise Dead" to revive him from incapacitation. You must always interrupt the casting of this art.

Armored Beast Strategy

Extra Monster

Six monsters known as Armored Beasts lurk across the world. Each is tough, but defeating them yields powerful equipment and unlocks the challenge of a hidden dungeon.

Powerful monsters that can be fought from the early stages

"Masou" are monsters that house a special weapon called a "Masou-gi." From Part 1: Samangan Sea Stop [START] onward, if you trigger "Masou Beast ①" at the entrance to the Samangan seabed (p.329), they will begin appearing in various locations as the story progresses. Some can be fought from the early stages, but they are extremely high-level and are almost impossible to defeat at that time. Moreover, the true value of the Masou-gi obtained by defeating them is realized after clearing the game, so rushing to defeat them

There is no need. Strengthen your characters sufficiently and equip powerful weapons and armor before attempting it.

Magical equipment is fairly strong when obtained, but its true power is unlocked by clearing the hidden dungeon Magna Zero (p.369).

Benefits of Defeating Magical Armored Beasts

- They drop special weapons called magical equipment when defeated.
- If you defeat all the magical armored beasts and also clear the story to obtain the "Golden Key," you will be able to enter the dungeon "Magna Zero" (p.369).
- Defeating certain magical armored beasts allows you to clear sub-events (see details below)

Magical Equipment Dropped by Magical Armored Beasts

Magical Armored Beasts	Name		Equippable Characters
Forzaam	Song of Demon Claw Forzekus	P.400	Jude
Dransword	Roaring Demon Sword Dorandule	P.401	Mira
Schweiss	Demonic Sword Weißpain	P.403	Alvin
Gattrega	Magic Staff Tregatoria	P.404	Elise
Melanblow	Shouting Demon Blade Melandeter	P.405	Rowen
Rovard	Chanting Demon Rod Bard Vente	P.406	Leia

Three sub-events that require the defeat of the Armored Beast

There are three other sub-events related to Magic Armor besides the "Magic Beast ①" introduced above. The first is a sub-event called "Magic Beast ②" (p.349); after defeating all the Magic Beasts, speak to the old man at Samangan Harbor who appeared in "Magic Beast ①" to clear it. The second is "Magic Beast Raid"

When you go to the rooftop of the Helioborg Base, a battle will occur (p.348); if you win that battle, the stage is cleared. Finally, at "Overflowing Miasma" (p.348), entering the Tatar Abyss (p.388) triggers an event. After that, defeat the armored beast located in the depths of the dungeon to clear it.

On the roof of the Helioborg base
You will be able to go there
again after landing. It is from Part 4: Rusaru Rou
[Dungeon complete]

In the story, to the Tatar Abyss
That occurs during a side ev
ent. You will not visit it. Required
is no Alvin's world

Forzam

P.476 Use techniques to pin enemies down and create attack opportunities

Lv.	58	Steel Body	8
HP	70000		
Element	火	水	風
	地	光	闇

Appearance Part : Varmia Canyon 3

Appearance location: Varmia Gorge, Northwest (P.198)

A magic-armored beast that can be fought from the earliest stages. It is always flying and frequently changes position with instant teleportation, making it hard to approach. Therefore, have Lowen participate in the battle and use earth-attribute techniques—the enemy's weakness—to pin it down. While the enemy's movements are stopped, bring other characters close and deal heavy damage at once.

Uses many light-attribute attacks such as "Slash Wing". Raise light resistance to prevent infighting caused by Charm.

If you leave the harpies the enemy summons alone, they will ruin your attack opportunities. Focus your attacks and take them out as soon as they appear.

Ropard

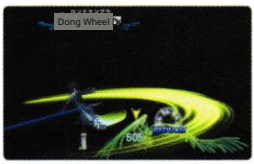
P.486 Resistances and weaknesses change in 4 patterns

Lv.	59	Steel Body	8
HP	66000		
Attribute *	火	水	風
	地	光	闇

Appearance Part : Fergana Mine [START]

Appearance location: Baikal Ruins Mine, South (P.387)

With "Barrier Change", the attributes to which it is resistant and the attributes that are its weaknesses change. There are four patterns: fire and water, and wind and earth correspond respectively. For example, if it is resistant to fire, water will be its weakness. This pattern also affects the types of enemies summoned by Ropard, and enemies corresponding to the resistant attribute will be summoned.



The Petit Fleet, Petit Dine, Petit Norm, and Petit Windham summoned by Lowbard each absorb the fire, water, wind, and earth elements, respectively.

After activating "Barrier Change," immediately press R1 to check the opponent's elements, use arts that exploit their elemental weakness to deal da

Gattrega

P.461 Use Alvin as a decoy and attack from behind

Lv.	58	Copper body	8
HP	72000		
Element	火	水	風
	地	光	闇

Appearance Part : II Shan Do [START]

Location: Sogd Marsh Path Southeast (P.386)

The big leaping attacks "Venomous Claw" and "Very Playful" are threats. Not only are they powerful, but their animations also start quickly, so guarding is safer than dodging. Most of the enemy attacks, including these, strike the front. Have Alvin, who has high HP and defense, draw the enemies' attention while the other allies attack from behind.

They are on the cliff at the north of the map in Sogd Marsh Path Southeast, so to fight them you need to approach by looping around from behind.

Petrification, poison, art/technique sealing, skill sealing, etc., are used to inflict status ailments. Use skills and accessories to prevent status ailments.

* : "Barrier Change" alters the defensive attribute into one of four patterns. If resistant to Fire, the weakness is Water; if resistant to Water, the weakness is Fire; if resistant to Wind, it is weak to Earth; if resistant to Earth, it is weak to Wind.

Schweiss

P.465 Immobilize with a knockdown and then attack with artes

Lv.	61	Steel Body	8
HP	82000		
Element	Fire / Earth / Water / Light / Wind / Dark		

Appearance timing: Part 3: Church in Zaira Forest 1

Occurrence location: Zaira Forest (P.269)

It repeatedly launches quick attacks with little recovery time, so if you sta y on guard it's hard to counter. Also, even if you try to keep your distance, it quickly closes in with a rapid charging attack. If you fall behind, the situation is unfavorable, so take the initiative and attack. A recommended attack is Ju de's "Retsu Haso" (Raging Break Palm), which can exploit the enemy's eleme ntal weakness and knock them down to prevent their attacks.

Schweiss boasts top-class physical defens e in this work as well. When Jude knocks a n enemy down, the other allies should attack with great concentration except Jude should stay away fro

Thunder Rain, which drops lightning aro und the area. To avoid everyone taking d amage, the opponent

Dransord

P.471 Prepare accessories that prevent stun

Lv.	60	Copper Body	8
HP	80000		
Element	Fire / Earth / Water / Light / Wind / Dark		

Appearance timing: Part 4: Helioborg Base 8

Appearance location: Tatar Abyss deepest area (P.390)

Be wary of the wide-range, high-power tail-spinning attack. It makes a motion as if gathering strength just before using it, so if you see this, guard to weather it. Then you should close in and a ttack, but if it uses "Shock Howling" at that time, every nearby all y will be stunned. To prevent that, equip accessories such as "Piy onon" that guard against stun.

While it is using "Shock Howling" it is wid e open. If you can prevent stun, it become s a chance to land a powerful combo.

The attack range of "Spit Bomb" is wide , but if you stay at its feet you won't be h it. Quickly move to its feet and counterattack aiming for w

Melanblon

P.482 It is effective to control Jude and fight

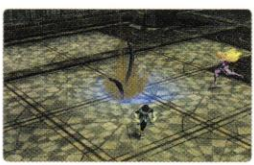
Lv.	61	Copper Body	10
HP	75000		
Element	Fire / Water / Wind / Earth / Light / Dark		

Appearance timing: Chapter 4: Rusaru Highway 2

Occurrence locations: Helioborg Base; Armament Research Building 14F Rooftop (P.312)

Attacks other than "Thunder Clad" have large wind-ups and slo w start-up. With Jude's high movement speed, he should be able t o easily avoid them using freerun or step. While dodging enemy a ttacks, strike with the water-element "Bubble Burst," their weakn ess. Have Milla or Rowen cast water-element spells from a distanc e, and let Elise focus on healing.

When the Resonance Art Gauge is full, aim for the large enemy and Rowen's Resonance Arts "Zepra Retsu Ice Strike" and "Sea Dragon Fist."



Attacks that rise from the ground at your feet are very powerful, but if you move immediately with freerun you probably won't get hit.

Magna Zero Strategy

Extra Dungeon

After clearing the story and meeting the conditions, you can challenge a dungeon called Magna Zero. It is a place with a unique structure, and the strongest enemy waits in the deepest area.

How to make “Magna Zero” appear

The appearance conditions for Magna Zero, the hidden dungeon in this game, are twofold: clear the story and obtain the “Golden Key,” and complete the side event “Armored Beast ②” (P.349). If you meet these two conditions, an entrance to Magna Zero will appear in the Faizarbird Marshlands. The order in which you complete these two requirements does not matter. After that, just go to the entrance to Magna Zero located in the western part of the Faizarbird Marshlands. The final boss in the deepest area is of course formidable, and there are many other strong enemies as well, so be sure to test your skills.

Procedure to make Magna Zero appear

After defeating all the Maso, talk to the old man at Samang an Sea Pier to clear the side event "Maso Beast ②"

After clearing the story, obtain the "gold " key, save after the ending, and then load that clear data

Go to Faizabird Marshlands and approach the entrance of Magna Zero that appears in the western part of Faizabird Marshlands

Learn the dungeon's characteristics before attempting the challenge

Magna Zero is structured by combining maps similar to those visited in the story, and a powerful boss awaits in the final area. Defeating this boss clears the dungeon and releases the true power of the Maso gear (p. 383). Refer to the flowchart on the right to understand the dungeon’s features before heading to the deepest part. Each time you clear Magna Zero, the number of areas increases and the maximum HP and stats of all enemies including the boss are strengthened. This change continues up to the third playthrough, and ultimately up to 33 areas will appear.

They are very similar to the dungeons and fields visited in the story, but many areas are inaccessible, and the locations of exploration points and exploration bags differ.

Flow until clearing Magna Zero

Area 1

To go to the next area, examine a vortex of light like this. - It is one-way and cannot be returned from.

Area 2

Area 6

The upper one is a spatial fluctuation; if you examine it, you can escape outside the dungeon. The lower one is a temporal-spatial fluctuation; if you examine it, you can use the weapon shop, armor shop, accessory shop, and re

They appear in Areas 27 and 33.

Area 21

At first, Area 21 is the deepest part. Defeating the boss that appears here clears it. If you re-enter afterward, you can advance to Area 22.

Area 27

On the second playthrough you can advance to Area 27; from the third playthrough onward you can advance to Area 33, and a boss battle occurs in the final area of e

Area 33

Enemy strengthening by playthrough (baseline is first playthrough abilities)

Number of playthroughs	Strength/Intelligence/Stamina/Dexterity/Agility/Spirit
Second playthrough	1.5× ※1
Third playthrough	2× ※2
	1.4×

※1 Only 1.4× in the Gate of the First World. ※2: Only 1.8× in the Gate of Spirits.

Stronger enemies appear the deeper you go

The enemies that appear in Magna Zero are initially four types, but as you go into the deeper areas the variety increases, eventually reaching nine types. Moreover, the ones that appear later become more powerful adversaries. Below are the data for those enemies and the areas where they start appearing, which should help you when ch

As explained earlier, enemies become stronger with each clear, but the types that appear remain the same and the experience points and gald you obtain do not change.

Enemies that appear (Maximum HP values are for the first playthrough)

Tetra Spirits ▶ P.471

Magic | Lv. 71 | HP 5700

Element: Earth

Bryan Hawk ▶ P.477

Speed | Lv. 72 | HP 6900

Element: 水

Sylphid Area 5 and beyond ▶ P.466

Speed | Lv. 76 | HP 9000

Attribute: 水

Megistos Harpy From Area 11 onward ▶ P.481

Magic | Lv. 75 | HP 7400

Element: Water

Manyfto Foa After Area 17 ▶ P.482

Guard | Lv. 77 | HP 10500

Attributes: Fire, Water

Megistos Mandra ▶ P.482

⑥ Techniques | Lv. 73 | HP 6400

Attribute: Fir

Rune Club ▶ P.485

Guard | Lv. 74 | HP 6792

Element: 火 | Earth

Heavy Lizard From Area 8 onward ▶ P.480

Power | Lv. 73 | HP 6900

Element: Earth

Gate of World Spirits From Area 15 onward ▶ P.482

① Guard | Lv. 80 | HP 17400

Attribute: Fire Water

Challenge the strongest enemies waiting in the deepest area

Upon reaching the final area, battles begin against six bosses bearing the title “Golden Demon Swordsman.” These bosses rank among the strongest in the game, and you will hardly win if you fight them without adequate preparation. Be sure to sufficiently strengthen your characters and equip powerful weapons and armor before attempting the fights. It is also important to prepare for situations where multiple allies are incapacitated at the same time. Set Reya’s skill “Item Everiwan” and have her use “Life Bottle,” or save an “Omega Elixir” for emergencies.

Preparation before challenging the boss

- Raise character levels to at least 80 and equip powerful weapons and armor purchasable at Shop Rank 100.
- Prepare accessories or skills that increase attribute resistances, or accessories that absorb attribute attacks.
- Prepare accessories that prevent status ailments, status changes, and stun.
- Prepare items that restore the HP and TP of the entire party, and the "Hourglass" and "All Divide" items.

To make the most of limited attack opportunities, clear the arena’s advanced party battles and learn the skill "Exceed Link."

If you set the skills "Revival Energy HP" and "Revival Energy TP," it becomes easier to recover after being revived from incapacitation.

Check the connection of the vortexes of light

In dungeons, you move between areas by passing through vortices of light.
If there are two of these light vortices in the same area, be aware that each
may lead to a different area.
Light vortices are one-way, so any
items located in an area you do not go to will become unobtainable. When entering a light vortex,
check your destination on the map introduced below.
The map is viewed in basically the same way as in the Story mode.

You will need to circl
e around. To open them, you
need at least 4 All treasure chests within the dungeon

Map

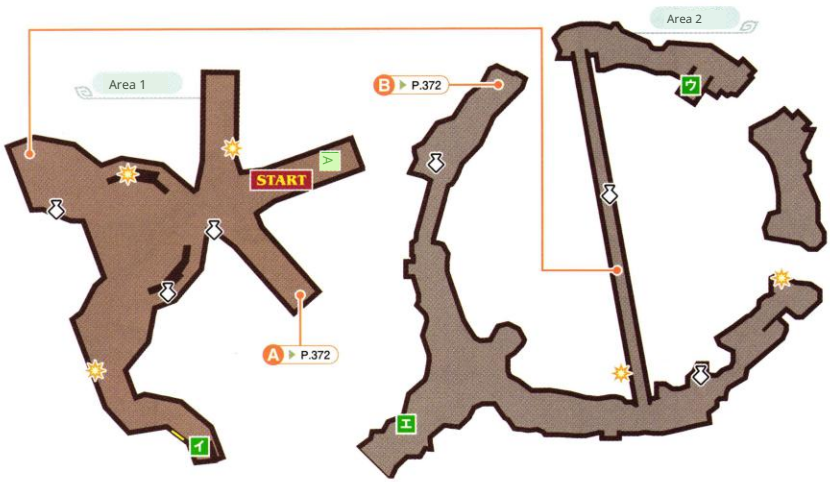
Magna Zero Area 1–6

Random treasures in Magna Zero Area 1–6

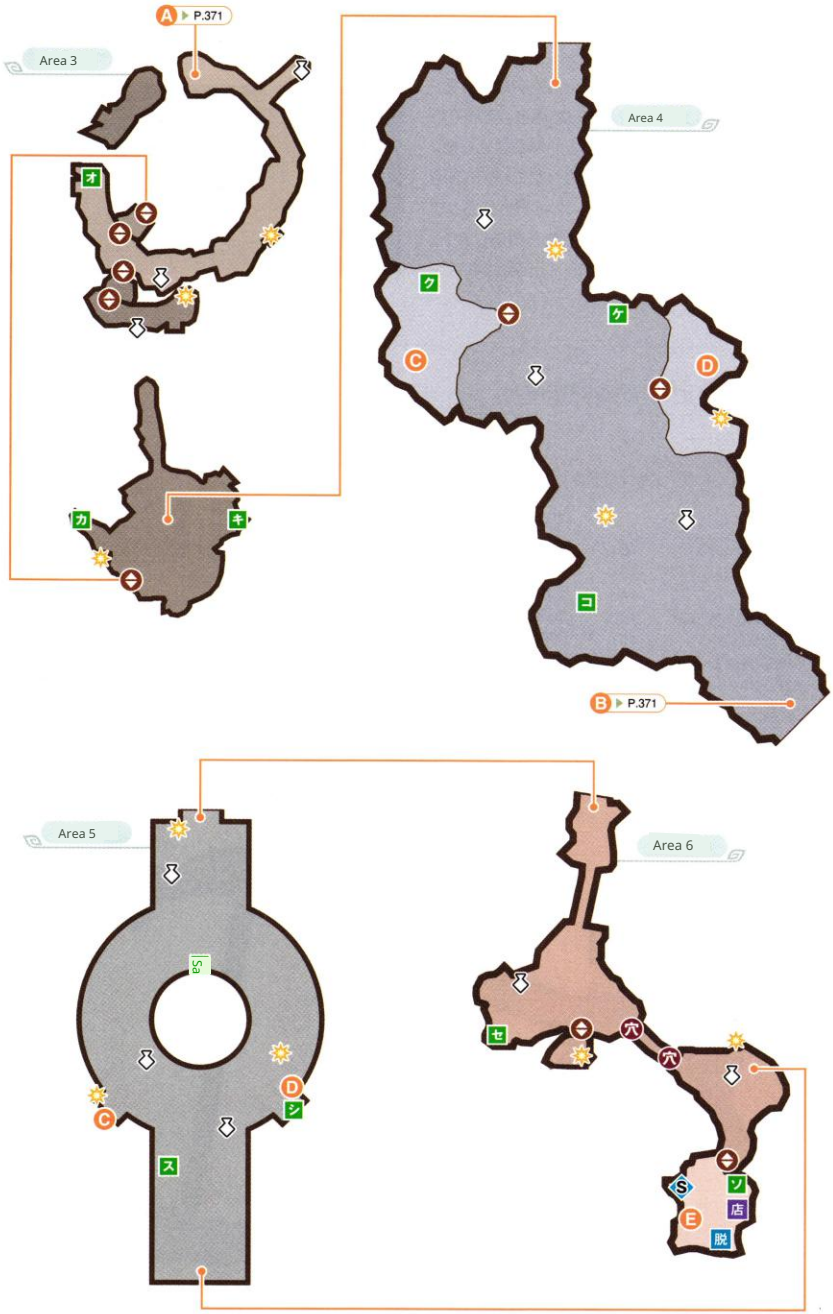
Exploration Point		Exploration Pouch	
Thorn of the Demon Herb ×2–3	18%	Thorn of the Demon Herb ×3–6	18%
Black Pearl ×2–3	18%	1700 Gald	18%
Beast Eye ×2–3	14%	Eerie Antenna ×3–6	16%
Eerie Antenna ×2–3	14%	Jet-Black Feather ×3–5	14%
Navi Metal ×2–3	10%	Lapis Shell ×3–6	14%
Lapis Shell ×2–3	10%	Dragon Ash ×2–4	12%
Jet-Black Feather ×2–3	8%	3400 Gald	8%
Dragon Ash ×1	8%		

Obtained Item Data

Treasure Chest 1	10,000 Gald
Treasure Chest 2	Blue Sage ×1
Treasure Chest 3	Blue Savory ×1
Return to City	Demon Seal ×1



How to read the icons: Escape possible Shop Weapon shop, Armor shop, Accessory shop, Restaurant available



How to Read Icons — Escape... Escape-capable shops... Weapon shop, Armor shop, Accessory shop, and Cookshop available

Magna Zero Area 7–11

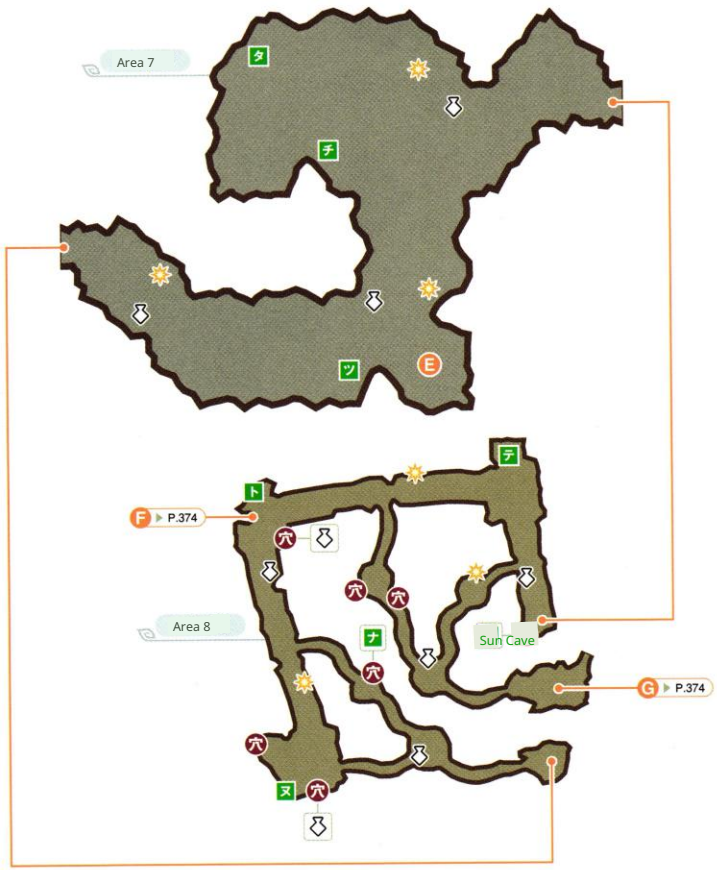
Random treasures in Magna Zero Area 7–11

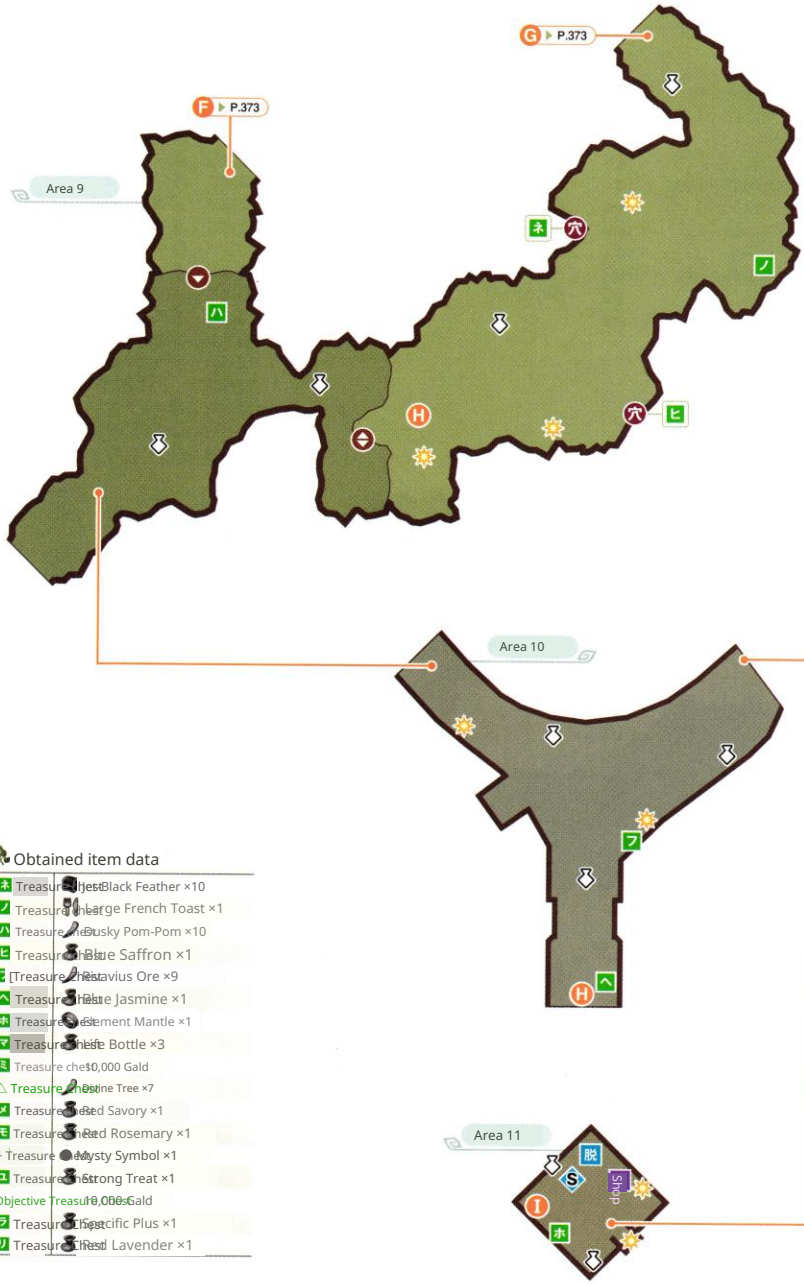
Exploration Point	
Beast Eye ×2–3	18%
Eerie Antenna ×2–3	18%
Navi Metal ×2–3	14%
Lapis Shell ×2–3	14%
Divine Wood ×2–3	10%
Demonic Worm Compound Eye ×2–3	10%
Jet-Black Feather ×2–3	8%
Dragon Ash ×1	8%

Exploration Bag	
Eerie Antenna ×3–6	18%
1,700 Gald	18%
Lapis Shell ×3–6	16%
Jet-Black Feather ×3–5	14%
Divine Wood ×3–6	14%
Dragon Ash ×2–4	12%
3400 Gald	8%

Obtained item data

Treasure Chest	Sandwich (Special) ×1
Treasure Chest	Navi Metal ×7
Chest of many treasures	10,000 Gald
Treasure Chest	Demonic Herb Thorn ×9
Treasure Chest	Blue Rosemary ×1
Treasure Chest	Specific ×1
Sa Treasure Chest	Demon Gummy ×3
Treasure Chest	Demon Beast Eye ×8
Treasure Chest	Blue Lavender ×1
Treasure Chest	Gigas Sling ×1
Treasure Chest	Blue Verbena ×1
Treasure Chest	Blue Chamomile ×1
Treasure Chest	Life Bottle ×3
Treasure Chest	Ironbird Tail Feather ×6
Treasure Chest	Demonic Worm Compound Eye ×8
Treasure Chest	10,000 Gald
Treasure Chest	Blue Basil ×1
Daily Treasure Chest	Exkread ×1
Nü Treasure Chest	Wine Gummy ×3





Obtained item data

- Treasure chest: Black Feather ×10
- Treasure chest: Large French Toast ×1
- Treasure chest: Dusky Pom-Pom ×10
- Treasure chest: Blue Saffron ×1
- [Treasure chest: Ravius Ore ×9
- Treasure chest: Blue Jasmine ×1
- Treasure chest: Element Mantle ×1
- Treasure chest: Life Bottle ×3
- Treasure chest: 10,000 Gald
- △ Treasure chest: Stone Tree ×7
- Treasure chest: Red Savory ×1
- Treasure chest: Red Rosemary ×1
- + Treasure chest: Mystic Symbol ×1
- Treasure chest: Strong Treat ×1
- Objective Treasure: 10,000 Gald
- Treasure chest: Pacific Plus ×1
- Treasure chest: Red Lavender ×1

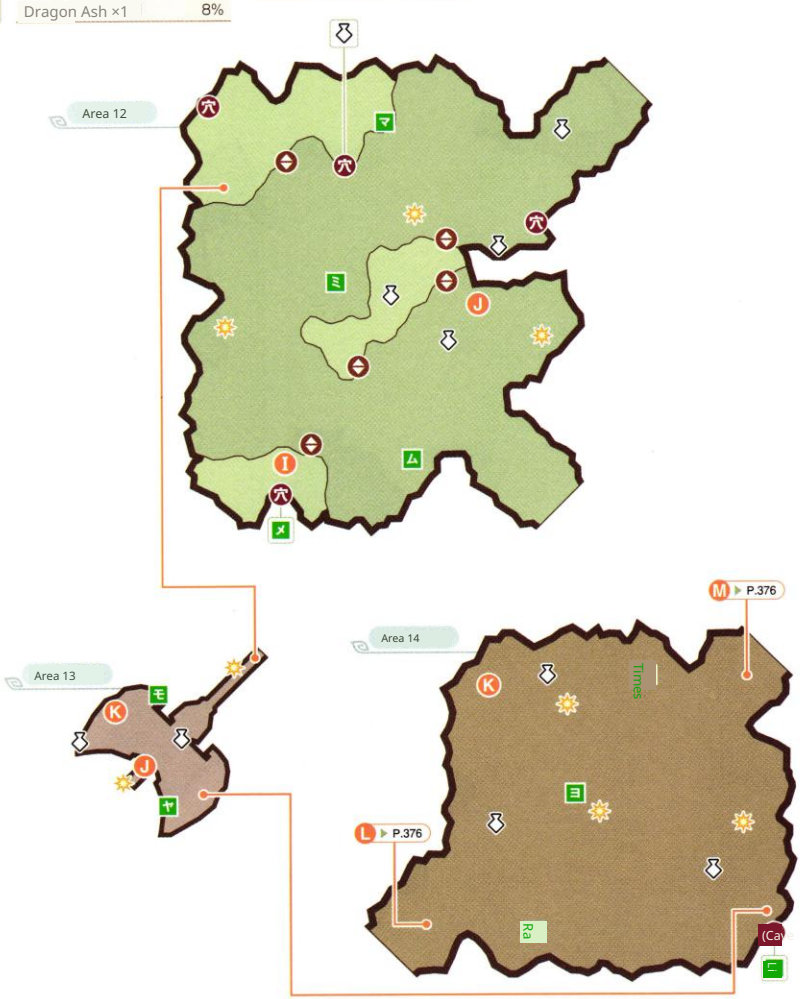
How to Read Icons: Escape possible (脱...) Shop: weapon shop available; armor shop, accessory shop, and cooking shop available

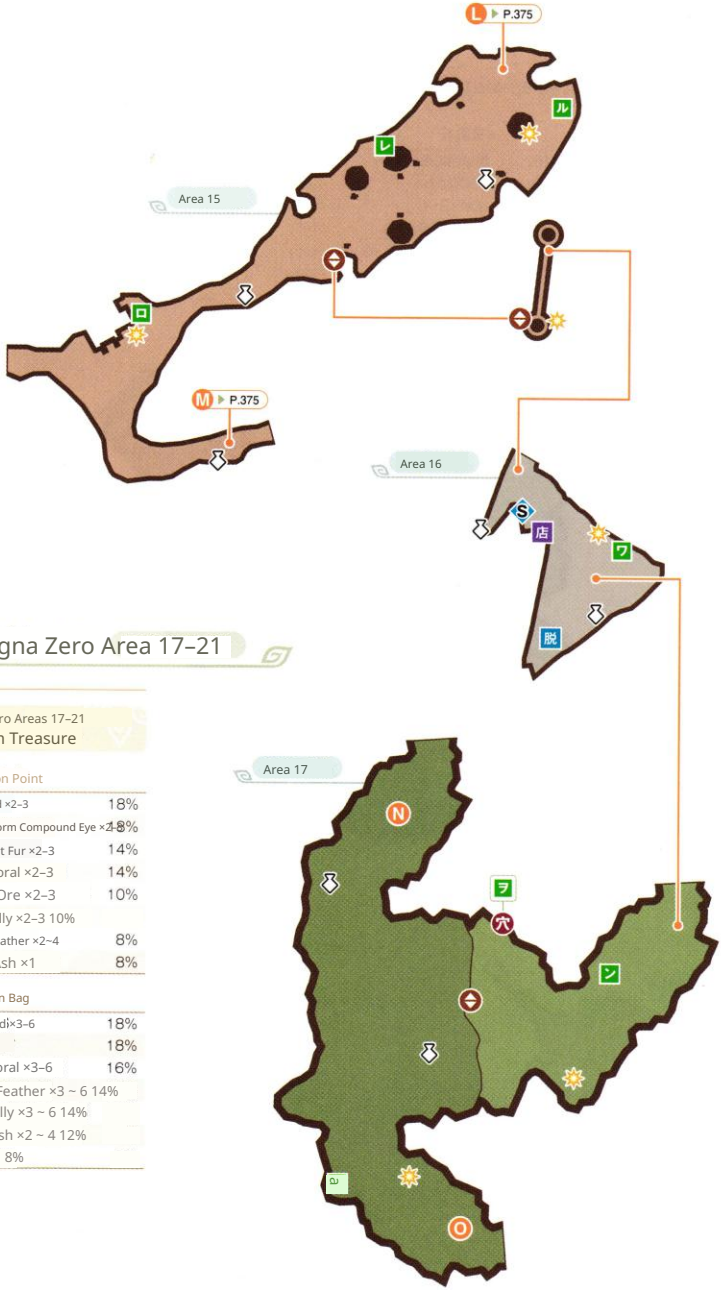
Magna Zero Areas 12–16

Random treasures in Magna Zero Areas 12–16

Exploration Point	
Navi Metal ×2–3	18%
Lapis Shell ×2–3	18%
Divine Wood ×2–3	14%
Demonic Worm Compound Eye ×2–3	14%
Divine Beast Fur ×2–3	10%
Ancient Coral ×2–3	10%
Jet Black Feather ×2–4	8%
Dragon Ash ×1	8%

Exploration Bag	
Lapis Shell ×3–6	18%
1800 Gald	18%
Divine Wood ×3–6	16%
Jet-black Feathers ×3–6	14%
Ancient Coral ×3–6	14%
Dragon Ash ×2–4	12%
3,600 Gald	8%





Magna Zero Area 17–21

Magna Zero Areas 17–21
Random Treasure

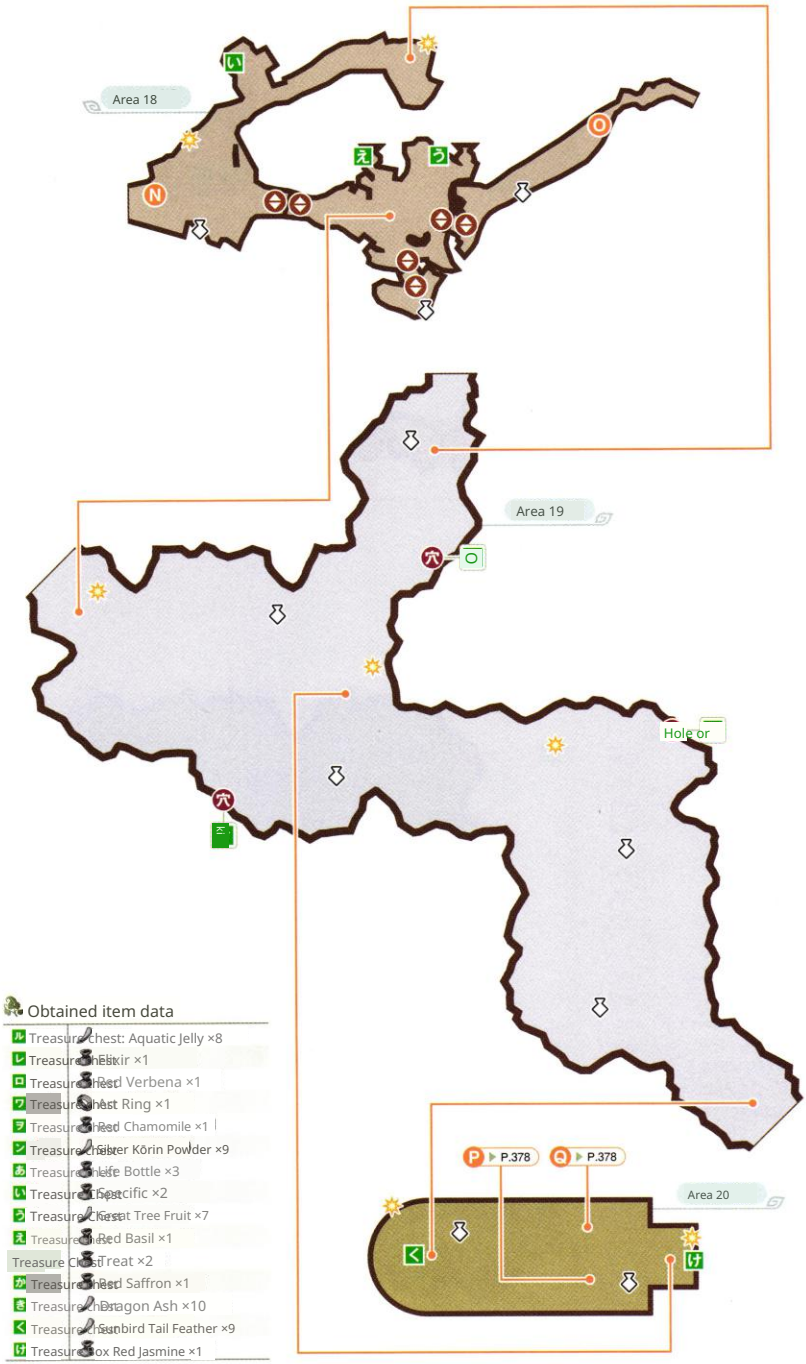
Exploration Point

Divine Wood ×2–3	18%
Demonic Worm Compound Eye ×2–3	18%
Divine Beast Fur ×2–3	14%
Ancient Coral ×2–3	14%
Rivavius Ore ×2–3	10%
Aquatic Jelly ×2–3	10%
Jet-Black Feather ×2~4	8%
Dragon Ash ×1	8%

Exploration Bag

Divine Wood ×3–6	18%
1800 Gald	18%
Ancient Coral ×3–6	16%
Jet-Black Feather ×3 ~ 6	14%
Aquatic Jelly ×3 ~ 6	14%
Dragon Ash ×2 ~ 4	12%
3600 Gald	8%

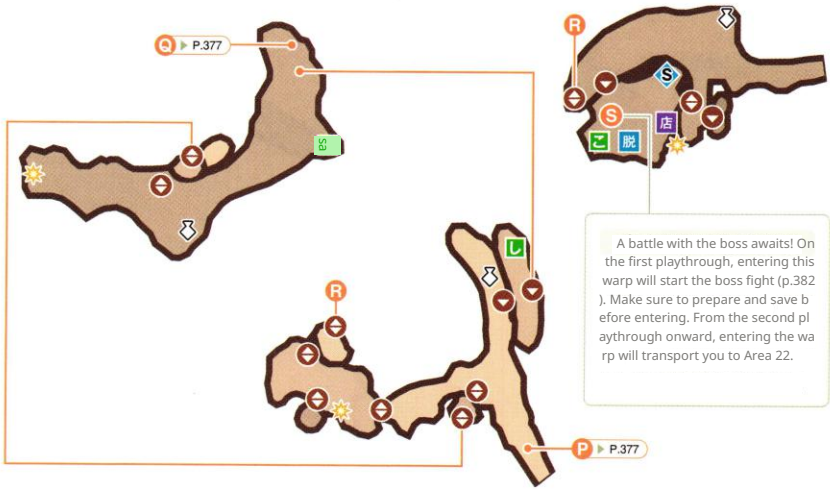
Icon guide: Escape... Escape possible; Shops: Weapon shop, Armor shop, Accessory shop, and Eatery available



Obtained item data

- Treasure Chest: Aquatic Jelly ×8
- Treasure Chest: Elixir ×1
- Treasure Chest: Red Verbena ×1
- Treasure Chest: Lost Ring ×1
- Treasure Chest: Red Chamomile ×1
- Treasure Chest: Silver Kōrin Powder ×9
- Treasure Chest: Life Bottle ×3
- Treasure Chest: Specific ×2
- Treasure Chest: Great Tree Fruit ×7
- Treasure Chest: Red Basil ×1
- Treasure Chest: Treat ×2
- Treasure Chest: Red Saffron ×1
- Treasure Chest: Dragon Ash ×10
- Treasure Chest: Sunbird Tail Feather ×9
- Treasure Chest: Box Red Jasmine ×1

Area 21



A battle with the boss awaits! On the first playthrough, entering this warp will start the boss fight (p.382). Make sure to prepare and save b efore entering. From the second pl aythrough onward, entering the wa rp will transport you to Area 22.

Magna Zero

Area 22~27

Magna Zero Area 22~27 random treasures

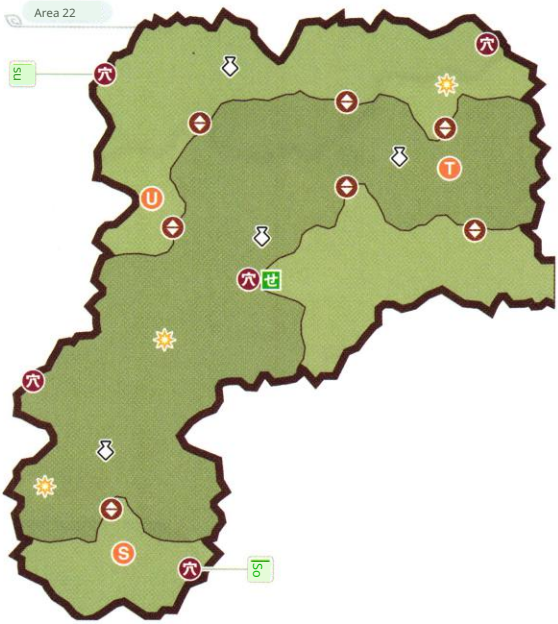
Exploration Point

Divine Beast Fur ×2–3	18%
Ancient Coral ×2–3	18%
Rivavius Ore ×2–3	14%
Aquatic Jelly ×2–3	14%
Great Tree Fruit ×2–3	10%
Silver Fragrant Scale Powder ×2–3	10%
Jet-Black Feather ×3–5	8%
Strange Core ×1	8%

Exploration Bag

Ancient Coral ×3–6	18%
1,900 Gald	18%
Aquatic Jelly ×3–6	16%
Jet-Black Feather ×4–7	14%
Great Tree Fruit ×3–6	14%
Strange Core ×2–4	12%
3,800 Gald	8%

Area 22



How to read the icons Escape……Escape possible Shop…… Weapon shop Armor shop, Accessory shop, and Restaurant available

Obtained item data

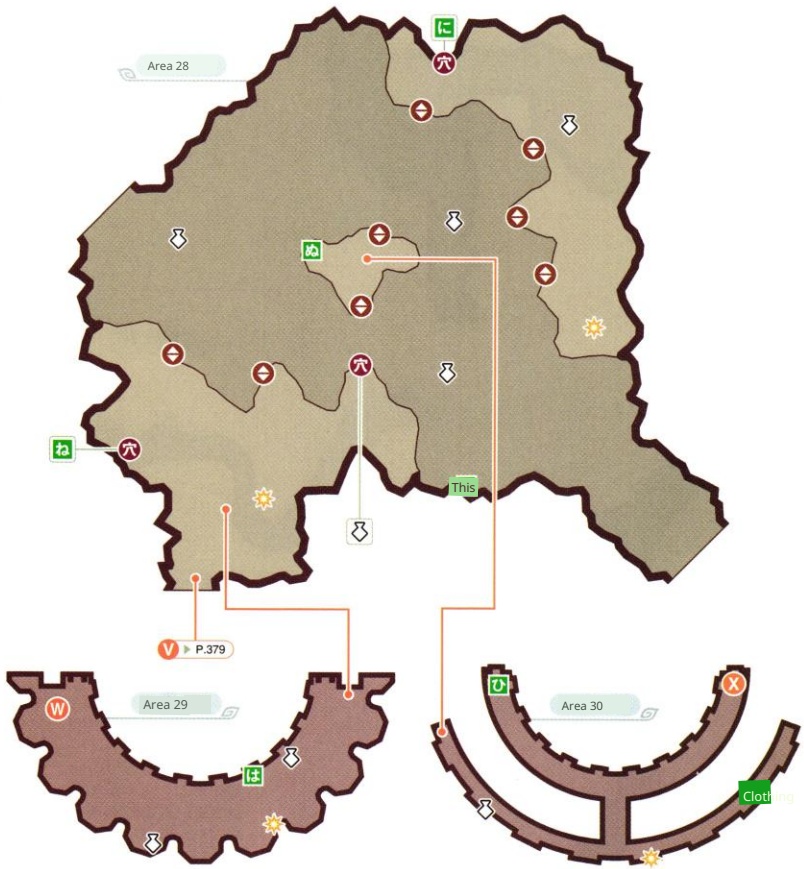
Treasure Chest	Emerald Ring ×1
Treasure Chest	Holy Horse Horn ×8
Treasure Chest	Omega Elixir ×1
Treasure Chest	Life Bottle ×3
Chest No.4	10,000 Gald
Treasure Chest	Silver Aromatic Scale Powder ×7
Treasure Chest	Delsia Boots ×1
Treasure Chest	10000 Gald
Treasure Chest	Aromatic Jelly ×8
Treasure Chest	Lemon Gummy ×3
Treasure Chest	White Gummy ×3
Treasure Chest	Omega Elixir ×1

Magna Zero Area 28~33

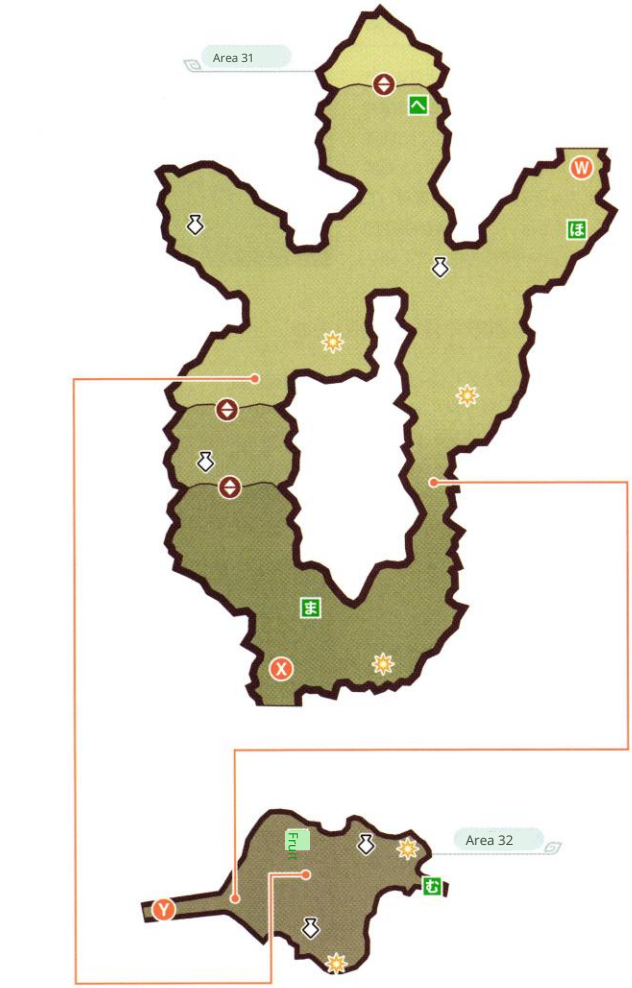
Magna Zero Random Treasures for Areas 28–33

Exploration Point	
Rivavius Ore ×2–3	18%
Aquatic Jelly ×2–3	18%
Great Tree Fruit ×2–3	14%
Silver Fragrant Scale Powder ×2–3	14%
Holy Horse Horn ×2–3	10%
Sunbird Tail Feather ×2–3	10%
Jet-Black Feather ×3–6	8%
Strange Core ×1	8%

Exploration Bag	
Aquatic Jelly ×3–6	18%
2000 Gald	18%
Great Tree Fruit ×3–6	16%
Jet-Black Feather ×4–8	14%
Sunbird Tail Feather ×3–6	14%
Strange Core ×2–4	12%
4000 gald	8%



How to Read Icons: Escape possible (脱...) Shop: weapon shop available; armor shop, accessory shop, and cooking shop available



Obtained item data

Return to Chest	10000 Gald
Treasure Chest	Black Feather ×11
Treasure Chest	Liqueur Bottle ×3
Treasure chest	Life Bottle ×1
Treasure Chest	Strong Treat ×2
Hi Treasure Chest	Black Feather ×12
Treasure Chest	Ninavius Ore ×10
Treasure Chest	Specific Plus ×2
E Treasure Chest	10,000 Gald
Treasure Chest	Strange Core ×10
Treasure Chest	Elixir ×1
Treasure Chest	Black Feather ×13
Treasure Box (Miracle Charm ×3)	(Mirror Changed text: め宝箱)
Embarrassed Surprise Treasure Box (囧 Treasure Box)	Omega Elixir ×1

Defeat three consecutive battles against the Golden Magic Swordsman

The Golden Demon Swordsman initially appears as one, but when you defeat it two will appear, and defeating those will cause three more to appear. In other words, you need to defeat a total of six. There are no breaks between each encounter, and the number of enemies that spawn keeps increasing, so the final battle will be the toughest. Conserve items as much as possible in preparation. Incidentally, each Golden Demon Swordsman mimics the attack methods and traits of specific allied characters.

Obtain the "Stronge
r on Top". When you defe
at the Golden Demon Swordsman, you receive the Arcane Tome "Steadfast Footing" and the title "Earth"

BOSS 1 Use Jude's Focus Dodge to get behind them.

The first Golden Demon Swordsman to appear, Gō, has Alvin's characteristics. Each blow is very powerful, but he has large openings. If you observe the wind-up and then use a step, avoiding his attacks shouldn't be too difficult. Use Jude to evade attacks with a step, then use Focus Dodge to get behind him before attacking.

Golden Demon Swordsman · Gō ▶ P.460

Lv.	80	Steel Body	8
HP	90000		

Attributes [Fire] Wednesday Earth Light Dark

Drops Blue Lavender (100%)

Can be stolen: Red Lavender (100%)

Try syncing a step with the first hit of the "Gō Majin Sword" or with the first stage of the normal attack.

"Shingetsu Sōsen" has a wide attack range. Prioritize guarding over evasion.

BOSS2 Increase resistance to water attribute to withstand resonance arts

The opponents in the second battle are the Golden Magic Swordsman Ai, who mimics Leia, and the Golden Magic Swordsman Ki, who mimics Rowen. Because you fight both at the same time, you are likely to receive consecutive attacks and become incapacitated. In particular, the powerful water-attribute resonance art "Ryubui Hōbak" is dangerous. Equip the skill "Aqua Guard" or wear armor such as the "Aqua Mantle" or "The Blue Mantle" to raise water-attribute resistance.

Except for the pillar attack, all of the attacks the Golden Magic Swordsman Ki uses in close combat are water attribute. Therefore, increasing that resistance greatly reduces damage and saves you the trouble of healing. Then break their steel form with high-break-value techniques and follow up with combos.

Golden Magic Swordsman Ai ▶ P.459

Lv.	80	Steel Body	6
HP	78000		

Attributes: Charcoal/Fire/Water 地 光 闇

Drop: Blue Verbena (100%)

Can be stolen: Red Verbena (100%)

Golden Magic Swordsman Ki ▶ P.459

Lv.	80	Steel Body	4
HP	69000		

Attributes: "Fire Water 風 地 Light 闇

Drops Blue jasmine (100%)

Can be stolen: Red jasmine (100%)

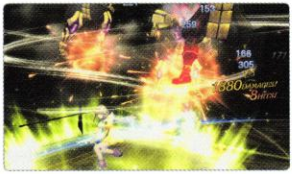
Use "Heal" Yellow that restores HP From the Golden Demon Swordsman Ai. Let's defeat them first.

The pillar attack is Earth-type. If you attempt close combat, "The Blue Remove the "mantle".

BOSS 3 Prioritize defeating the Golden Magic Swordsman, Mamoru

The final opponents — the Golden Demon Swordsman Shun, the Golden Demon Swordsman Gen, and the Golden Demon Swordsman Goh — each use Jude's, Mira's, and Elise's techniques respectively. All of these arts are powerful, and neglecting healing can quickly put you in a dire situation. Have Elise focus exclusively on healing while the other allies pick off the enemies one by one.

The first ones to defeat are the Heartless Circle, which restores HP, and Goh, the golden magic swordsman who uses dark-attribute spells that cause the fear status. If this enemy begins casting a spell, stop it immediately. Next target the golden magic swordsman Gen. This enemy's wide-range spell "Raging Sun" is troublesome, so prevent him from casting it. Once only one enemy remains, fight while watching your allies' HP.



Attack with the resonant art "Sealing Dance, Revitalizing Heart Drama," which has a wide attack ra

To reduce the risk of total party wipe, it is good to use "All Divide."

Golden Magic Swordsman Gen ▶ P.459

Lv.	80	Copper Body	6
HP	76000		
Attributes	[Fire Water Wind]		
Drops	Blue Chamomile (100%)		
Can be stolen	Red Chamomile (100%)		

Golden Magic Swordsman Shun ▶ P.460

Lv.	80	Copper Body	6
HP	80000		
Element	[Fire Water]		
Drops	Blue Saffron (100%)		
Can be stolen	Red Saffron (100%)		

Golden Magic Sw ▶ P.460

Lv.	80	Steel Body	6
HP	64000		
Attributes:	Fire, Water, Wind, Earth		
Drops	Blue Basil (100%)		
Can be stolen	Red Basil (100%)		

TOPICS Further strengthen the magic equipment whose true power has been unleashed

When you defeat the Golden Magic Swordsman for the first time, the true power of the magic equipment is unleashed. From then on, each time you defeat an enemy, the magic equipment's physical attack and magical attack will increase. Specifically, it will be strengthened according to the rules below, so keep

Defeat enemies and build up your magic equipment. Once you have properly strengthened your magic equipment, equip it and challenge Magna Zero on New Game+ runs two and three. Test the power of your enhanced strength against Golden Magic Swordsman against them.

the rules for strengthening magic equipment

- For each enemy a character defeats, that character's physical and magic attack of their magic equipment increase by the same amount.
- The number of enemies each character has defeated is counted from the moment they obtain magic equipment (before defeating the Golden Magic Swordsman).
- If an enemy is defeated during a Link, the linked ally's magic equipment also grows at the same time.

The types or levels of defeated enemies do not affect growth. Accumulate defeat counts in dungeons or fields where low-level enemies appear.

Extra Map Introduction

Extra Map

There are places in this world that you will not visit simply by progressing through the story. Here we will introduce those maps along with the enemies and items that appear there.

Three maps not visited in the story

The maps that are not required to be visited during story progression are Sogd Marshway, Baikal Abandoned Mine, and Tatar Abyssal Cavern. Once you can reach the maps that lead to these locations, you will be able to enter them as well. The enemies that appear when you can first enter are strong, so be sure to raise your level sufficiently before going.

When your level is low, you'll want to aim for advantage encounters.

How to access each map and their features

Sogd Marshway

● Access map

- ● Connected to both Ni-Akelia and Shan Du
- ● If entering from Ni Akeria, until Part 2: Shan Du [START], you can only proceed partway due to fallen trees.
- The magical armored beast Gattrega is present.
- 053 "Wandering Youth" (P.336) becomes the destination.

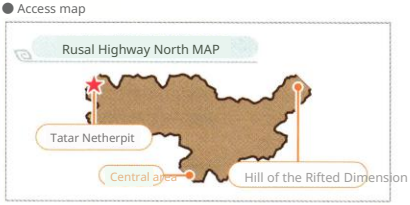
Baikal Abandoned Mine

● Access map

- The magical armored beast Lopard is present.
- 048 "Defeat the Thief Gang" (P.335): fight the thief gang.
- 118 "Medical Jintex" (P.350) becomes the destination.

Tatar Netherpit

● Access map



- To reach the innermost area, you must solve a mechanism.
- The magical armored beast Dransword is present.
- ◆ 107 "Overflowing Miasma" (P.348) occurs

Field

Sogd Marshway

Recommended Lv. Lv.36

Among the enemies, be especially careful of Gentlemen and Grand Boars, which boast high HP and attack power. Receiving consecutive attacks they use, such as charges and cartwheels, is dangerous, so try not to stand in front of them. Also troublesome is the wide-area spell "Blue Sphere" used by Water Spirits. When this enemy begins chanting, strike quickly and defeat it.

Use it to evade attacks. If s
o, immediately backstep The
Grand Boar dug into the ground

Enemies that appear

Water Spirit ▶ P.458

Magic | Lv. 40 | HP 4500

Attrib e: Fire | 水 | 風 | 地 | Mitsubi

Grand Boar ▶ P.462

Power | Lv. 40 | HP 6050

Attribute: Fire | Water | 風 | Earth | 光 | 闇

Cockatrice ▶ P.463

⑥ Technique | Lv. 39 | HP 4100

Attribute: Fire | Water | 風 | Earth | 光 | 闇

Gentlemen ▶ P.465

?Strange | Lv. 60 | HP 8800

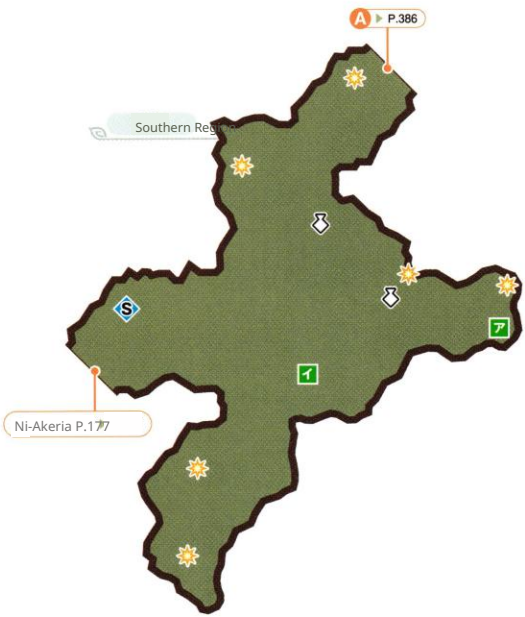
Attributes Fire Water Wind Earth | Light | 闇

Parusu Chunchun ▶ P.473

Technique | Lv. 39 | HP 3388

Attribute: Fire | 水 | 風 | 地 | 光 | 闇

Map



Sogdo Marshway
Random Treasure

Exploration Point

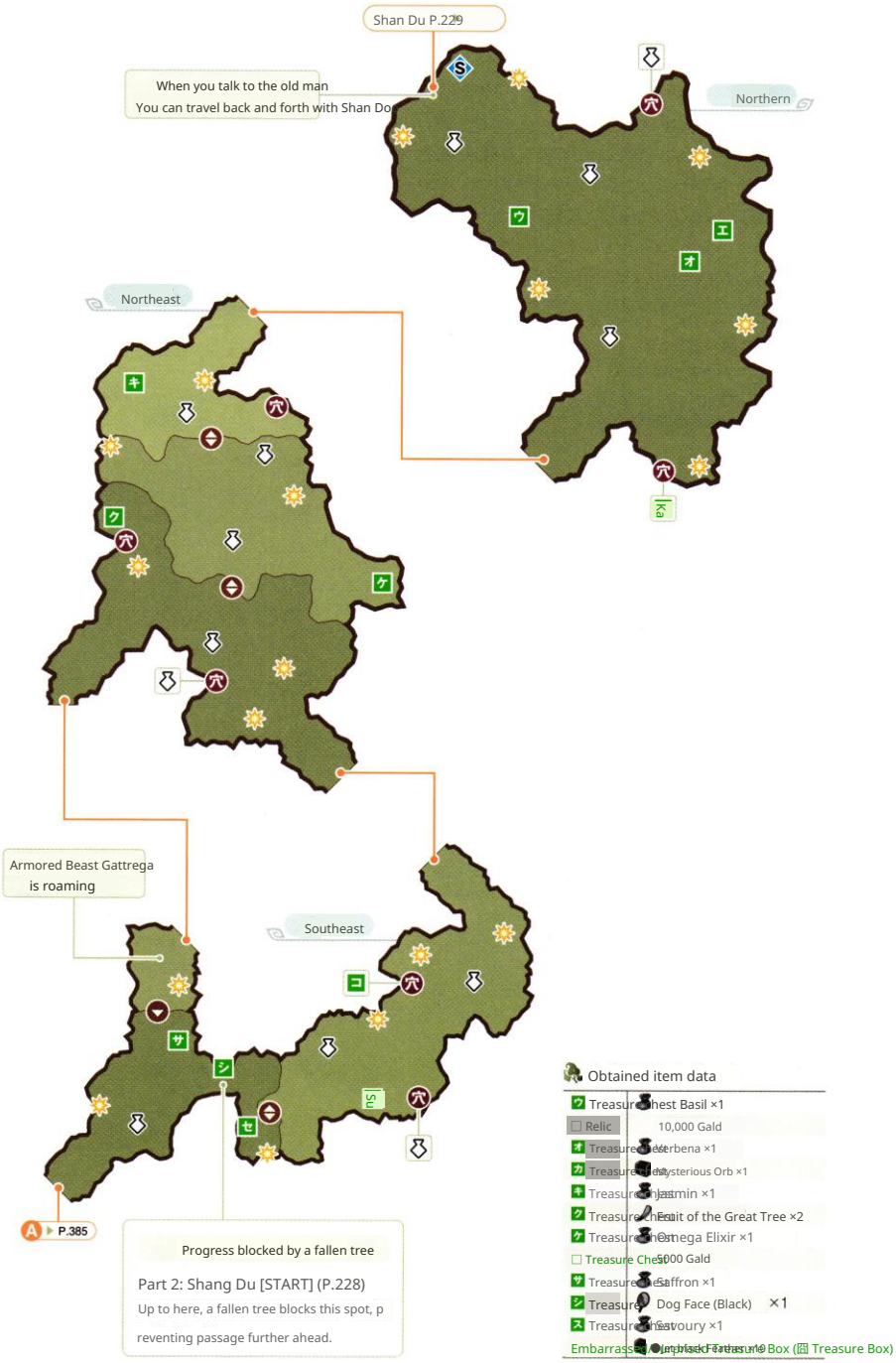
Strange Shard ×1–2	18%
Mysterious Liquid ×1–2	18%
Jet-Black Feather ×2–3	16%
Snow-Colored Pompon ×1–2	14%
Dangerous Liquid ×1–2	14%
Mysterious Peed ×1–2	10%
Monster Body Fluid ×1–2	10%

Exploration Bag

Jet-Black Feather ×2–4	22%
1500 Gald	20%
Dangerous Liquid ×2–3	18%
Mysterious Peed ×2–3	16%
Monster Fluids ×2–3	14%
3000 Gald	10%

Obtained item data

Treasure chest A: Chamomile ×1
Treasure chest B: Lavender ×1


Shan Du P.229
When you talk to the old man
You can travel back and forth with Shan Do
Northern
Northeast
Armored Beast Gattrega
is roaming
Southeast
A P.385
Progress blocked by a fallen tree
Part 2: Shang Du [START] (P.228)
Up to here, a fallen tree blocks this spot, p
reventing passage further ahead.
Obtained item data
Treasure Chest Basil ×1
Relic 10,000 Gald
Treasure Chest Verbena ×1
Treasure Chest Mysterious Orb ×1
Treasure Chest Jasmin ×1
Treasure Chest Fruit of the Great Tree ×2
Treasure Chest Omega Elixir ×1
Treasure Chest 5000 Gald
Treasure Chest Saffron ×1
Treasure Chest Dog Face (Black) ×1
Treasure Chest Savoury ×1
Embarrassed Unpicked Treasure Box (Treasure Box)

Field

Baikal Abandoned Mine

Recommended L.Lv. 40

Multiple Knight Goblins appear, and if they use the "Negative G ate" at the same time, you will be attacked one-sidedly. You want to avoid this state, so during exploration set your allies' "Tactics" to "Target" → "Prevent enemy spells". Also, the "Book of Ano malies: '独攻蚊刺'" obtainable on this map is an item you sho uld definitely pick up if you want to master combo attacks.

Enemies that appear

Salamander ▶ P.464

⑥ Techniques | Lv. 40 HP | 4174

Attribute: Fire | Water | Wind | Earth | Light | Dark

Tree Club ▶ P.469

Guard | Lv. 42 | HP 5488

Attribute: Fire | Water | Wind | Earth | Light | Dark

Gentle Normu ▶ P.464

?Strange | Lv. 60 | HP 9563

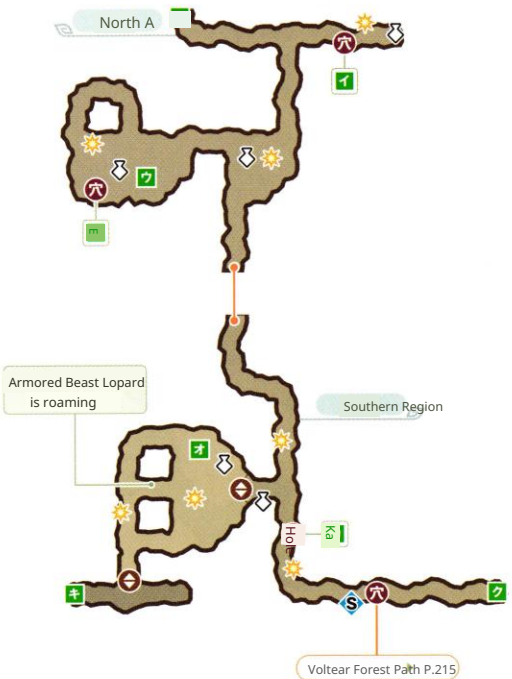
Attribute: 火 | 水 | 風 | 地 | 光 | 闇

Knight Goblin ▶ P.471

Technique | Lv. 39 HP | 3200

Attribute: Fire | 水 | Wind | Earth | 光 | 闇

Map



Baikal Abandoned Mine Random Treasure

Exploration Point

Weird Shard ×1~2	18%
Mysterious Liquid ×1~2	18%
Jet-black Feather ×2~3	16%
Snow-colored Pompon ×1~2	14%
Dangerous Liquid ×1~2	14%
Mysterious Peed ×1~2	10%
Monster Body Fluid ×1~2	10%

Exploration Bag

Jet-Black Feather ×2~6	22%
1,500~2,250 Gald	20%
Dangerous Liquid ×2~4	18%
Strange Bead ×2~4	16%
Monster Slime ×2~4	14%
3000~4500 Gald	10%

Obtained item data

Treasure Chest: Red Jasmine ×1

Treasure Chest: Mysterious Orb ×1

E Treasure Chest: Book of Supernatural Power "Dokko Mosquito Bite" ×1

National Treasure Chest: Echo Ore ×1

Treasure Chest: Anger Glasses ×1

Treasure Chest: Dragon Ash ×3

Treasure Chest: Specific Plus ×1

Treasure Chest: Jet-black Feather ×10

Dungeon

Tatar Netherpit

Recommended L.Lv.59

After entering the dungeon and proceeding for a while, Sub Event 107 "Overflowing Miasma" will occur. This event involves unsealing seals on each floor while aiming for the deepest area. Unseal the seals and proceed as described to the right. Also, at the deepest part of the dungeon, a battle against the Armored Beast Dransword awaits (p. 368), so don't forget to prepare for that. Among other enemies that appear, the Twilight Gate with high HP is troublesome. Fight while breaking its guard with skills like "Lion's Battle Roar."

By the way, the "Pink Emerald" and "Navi Metal" obtainable from exploration points and sacks are required for 028 "Pink Cute Things" (p. 332) and 099 "King of Invention" (p. 346), respectively. They also yield high points, so be sure to collect many of them.

How to Unseal

Go directly under the wind seal

There is a transparent wind seal somewhere on t
If you go directly under the transparent wind sea
the wind seal will be lifted. When the wind seal is
the earth seal will appear.

Jump down to the earth seal

The earth seal can be解除 by jumping straight dow
from a nearby high platform. When the earth seal i
you will be able to proceed to the next
floor.

Enemies that appear

Blade Beak P.478

Power | Lv. 64 | HP 5490

Element: 火 水 風 地 光 闇

Mine Goblin P.480

Technique | Lv. 63 | HP 4500

Attribute: 火 水 **風** 地 光 闇

Gate of the Twilight Darkness P.482

Guard | Lv. 65 | HP 15000

Attribute: **Fire** 水 風 Earth 光 闇

Lizardman P.485

Power | Lv. 64 | HP 6400

Attributes: Fire, Water 風 Earth 光 闇

Map

Random treasures in the Tatars' Abyss

Exploration Point

Beast bird talons ×2–4	17%
Black pearls ×2–4	17%
Magic Herb Thorn ×2–4	13%
Beast's Eye ×2–4	13%
Eerie antennae ×2–4	9%
Navi Metal ×2–4	9%
Pink emerald ×2–4	8%
Smoky Pompon ×1–2	7%
Jet-Black Feather ×1–3	7%

Exploration Bag

Black pearls ×3–8	17%
1600–2400 Gald	17%
3–8 Beast Eyes	15%
Navimetal ×3–8	13%
Jet-Black Feather ×2–6	13%
2–6 Dusky Pompons	11%
3,200–4,800 Gald	7%
Pink Emerald ×3–8	7%

How to read the icons: 風 ...Seal of Wind 地 ...Seal of Earth

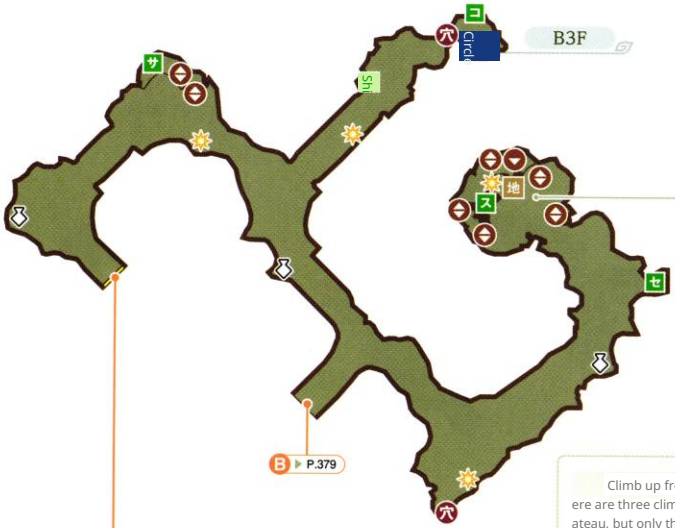
Jump down from the center

This jump-off point is located direc tly above the Seal of Earth. Take a b old jump from the center.

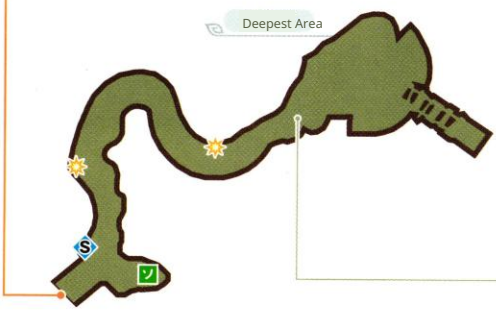
Jump down beside the treasu re chest The terrain is convoluted , but if you climb up to the high g round with the chest and jump d own beside the chest, you can lan d directly above the Earth Seal.

■ Obtained Item Data

Chest: Eerie Tentacle ×6	
Treasure Chest	Copper Ore ×20
Treasure Chest	Magic Ore ×7
Treasure Chest	Divine Beast Fur ×5
Treasure Chest	Ancient Coral ×8
Treasure Chest	Lapis-colored Shell ×5
□ Relic	Transformation Belt ×1
Treasure Chest	Red Sage ×1
Treasure Chest	Strange Core ×2



Climb up from the left end There are three climb points to the plateau, but only the leftmost one allows you to reach the summit with the treasure chest. Once you have climbed to the treasure chest, jump from the front of the



Fight the Magi-Armored Beast Dransword

An event will trigger when you come to this location and you will enter combat with the Magi-Armored Beast Dransword. It is a formidable opponent, so mak

Obtained item data

Day Treasure Chest	10,000 Gald
Sa Treasure Chest	Blue Sephira ×1
Secret Treasure	Mysterious Orb ×1
Su Treasure Chest	Dragon Ash ×3
Treasure Chest	Black Feather ×10
Treasure Chest	Omega Elixir ×1

How to Read the Icons: Seal of the Wind Wind 地 ...Seal of Earth

Item Data

Data on the performance and acquisition methods of all items appearing in this work are listed in the order of the Item Records. However, visual items are listed in an order that differs from the Item Records.

How to read the data

Tools (P.394)

Name	Price and Level	Sell Value	Use	Effect	How to obtain
Apple Gummy	Initial 10 1 / Cheapest 50 10	25	Move / 戦闘	Recovers 30% of maximum HP	Item Shop [Level 17] ▶P.442 / Boar [30%] ▶P.480
Lemon Gummy	Initial 1000 15 / Cheapest 500 25	250	Move / 戦闘	Recovers 60% of maximum HP	Item Shop [Level 15] ▶P.442 / Angry Tus [20%] ▶P.456

Cooking (P.396)

Name	Price and Level	Sell Value	Effect	Effect duration	How to obtain
Sandwich - Regular	Initial 10 1 / Lowest 90 6	30	Recovers all party members' HP by 25% of their maximum HP at the end of battle	5	Cookhouse [Level 1] ▶P.450 / Yoni Akeria ▶P.177
Sandwich - Large	Initial 1200 2 / Lowest 360 7		Recovers all party members' Recovers 120 HP for all party members, equal to 25% of their maximum	9	Ryōri-ya [Level 2] ▶P.450 / Garland Fortress ▶P.209

Weapon (P.399)

Gauntlets [10 9

Iron List 2

Price and Term 630 1 / Level 3 – – / Attribute 11 – / Selling Price 4 220

"Weapon Shop [Level 1] Method" ▶P.442

Head Armor (P.407)/Body Armor (P.413)

"Helmet (Male) 9"

Lightning Room

"480 Price" "Level 486" 25810 96 18067 100 "30% Sell Price 4" 9033

Acq "Armor Shop [Level 96]" "P.448"

Accessories (P.419)

Poison Charm 2

Effect: Prevents status effects with a 50% probability (6)

Price and Level 2000 9 / 1400 19 Selling price 4500

Accessory Shop [Level 9] "P.448" / Greater Demosh [100%] ▶P.462

Visuals (P.425)

Hat 2

702 Jet-Black Feather ① [Specified Quantity Reward Method (200 pieces)] ▶P.330

Mira "2" Hairstyle

DLC

Material (P.435)

Name	Points	Sell Price	How to obtain
Sand iron	10	10	Il-Fan Guard [40%] ▶P.45 / Laboratory [18%] ▶P.163 / Il-Fan [14%] ▶P.159 / Ilart Sea Stop [14%] ▶P.165 / Rapid Horse [40%] ▶P.484 / Rapid Horse [50%] ▶P.484 / Kizil Sea [18%] ▶P.174 / Irat Pathway [10%] ▶P.167
Copper axe stone	20	20	

Valuables (P.438)

Name	Effect	How to obtain
Item Record	In the library, you will be able to view the I' m records	Part 1 Il Fan [START] (Jude chapter) ▶P.159 / Part 1 Lafort Research Institute (Milla chapter) ▶P.162
Monster Records	In the library, you will be able to view the monst er records	Part 1 Il Fan [START] (Jude chapter) ▶P.159 / Part 1 Lafort Research Institute (Milla chapter) ▶P.162

1 Appearance

The item's appearance.

②Name

The item's name.

3 Price and Level

The item's selling price and the shop level at which it is sold. [Initial] lists the price and shop level when it was first stocked in the shop, and [Lowest] lists the price and shop level when it is sold at the lowest price.

4 Sell Price

The price when that item is sold at a shop.

55 Uses

Indicates the timing when that tool can be used. "Field" indicates it can be used while traveling, and "Battle" indicates it can be used during combat. An item that affects the entire party will affect all party members if used while traveling, and will affect all members participating in the battle if used during combat.

6 Effect

The effect when that item is used or equipped. For accessory effects, values like "30%" refer to the "Defense Attribute".

7 How to obtain

The main ways to obtain that item. The icons mean the following:

Shop ····· • Can be purchased at the listed shops. The value in [ ] indicates the shop level at which it becomes available.

Fall ····· • Dropped by defeating the listed enemies. The value in [ ] indicates the drop rate.

盗 ····· • Can be stolen from the listed enemies using Leia's support "Item \"Steal\"". The value in [ ] indicates the steal rate.

Treasure ····· Can be obtained from treasure chests and similar containers at the listed locations.

Bag ····· • Can be obtained from exploration bags located at the listed places. The value in [ ] indicates the acquisition probability.

水 ····· • Can be obtained from exploration points located at the listed places. The value in [ ] indicates the acquisition probability.

Sa ····· Can be obtained from the listed sub-events. Notes are provided in [ ].

一 ····· • Can be obtained from story events occurring at the listed times.

B Effect Duration

Indicates the number of battles the effect lasts after using that dish.

9 Types and Equippable Characters

Indicates the equipment category and which characters can equip it.

10 Physical ATK Magic ATK

The increase in physical attack power / magical attack power when equipped.

[Attack Attribute

The attribute added to normal attacks and non-elemental techniques when equipped.

12 Exclusive Equipment

Armor that can only be equipped by specific characters will have that character's name listed.

13 Physical Defense / Magic Defense

Physical defense/magic defense that increases when equipped.

14 Defense Attributes

The attributes that can reduce damage when equipped and their reduction rates. If listed as "Fire Water 15%", damage from Fire- and Water-attribute attacks is reduced by 15%. A value of 200% means the damage can be absorbed, while 100% indicates the received damage will increase.

15 Attachment Type

In attachment types, ma[illegible] indicates s[illegible].

16 DLC

This indicates the item is exclusive to downloadable content (DLC).

17 Types of materials

Indicates the type of material. It affects the bonus received when delivering to shops (see p. 023).

18 points

Represents the shop build points (P.023) gained when that material is delivered to the shop.

Items

Name	Price and Level	Sell Value	Use	Effect	How to obtain
Apple Gummy	Initial 100 1 Lowest 50 10	25	[Mover [Sengoku]	Recovers 30% of maximum HP	Item Shop [Level 1] ▶P.442 Boar [30%] ▶P.480
Lemon Gummy	Initial 1000 15 Cheapest 500 25	250	[Move] [Combat	Recovers 60% of maximum HP	Item Shop [Level 15] ▶P.442 Angry Tus [20%] ▶P.456
Orange Gummy	Initial 250 1 Cheapest 125 10	62	[Combat [Combat]	Restores TP equal to 30% of the maximum	Item Shop [Level 1] ▶P.442 Needle Spider [25%] P.472 Item Shop [Level 20] ▶P.442
Pine Gummy	Initial 1500 20 Cheapest 750 30	375	[Movement [Warring States]	Recovers TP equal to 60% of the maximum	▶P.442 Land-Chun Chun [20%] p.485
Mix Gummies	Initial 1000 10 Lowest 500 20	250	Move:	Restores 30% of maximum HP and TP; Item Shop [Level 10] ▶ p.442 Recovers four times	Barus Plant [15%] ▶P.473
Miracle Gummy	Initial 3000 35 Lowest 1500 45	600	Move:	Restore HP and TP by 60% of their maximum; Item Shop [Level 35] ▶P.442 four times	Lizardman [30%] ▶P.485
Treat	Initial 2500 25 Lowest 1250 35	375	Move:	Restores party members' HP by 30% of their maximum; Item Shop [Level 25] ▶P.442 Battle recovery	Lakorumu Road ▶P.225
Strong Treat	Initial 5000 40 Lowest 2500 50	750	Move Comb	Restore each party member's HP by 60% of their maximum	Item Shop [Level 40] ▶P.442 Helioborg Base ▶P.311
Specific	Initial 2500 30 Lowest 1250 40	375	Move:	Restores party members' TP by 30% of their maximum; Item Shop [Level 30] ▶P.442 Battle recovery	The King's Hunting Grounds ▶P. 233
Specific Plus	Initial 5000 45 Lowest 2500 55	750	Move:	Restore each party member's TP by 60% of their maximum Battle: Restore by 60%	Item Shop [Level 45] ▶P.442 Torbarran Road ▶P.307
Elixir	Initial 10000 50 Lowest 5000 75	1000	Move:	Fully restore HP, TP, incapacitation, and status ailments Battle: Fully recover status changes	Item Shop [Level 50] ▶P.442 Samangan Road ▶P.186
Omega Elixir	Initial 20000 75 Lowest 10000 100	2000	Restores all moving party members' HP	, TP, incapacitatio n, and b attle status changes completely Rec	Item Shop [Level 75] ▶P.442 Gandara Fortress ▶P.203
Life Bottle	Initial 500 1 Lowest 250 10	125		overs status ailments, recovers incapacitation during movement and battle, restores HP equal to 1	Item Shop [Level 1] ▶P.442 Lizardman [20%] ▶P.485
Panacea Bottle	Initial 400 5 Lowest 200 15	100	During movement: cures all status ailments During battle: cures all status ailments	Item Shop [Level 5] ▶P.442 Ark Peak (Spirit World) [30%] ▶P.455
Liquor Bottle	Initial 100 10 Lowest 500 20	200	During movement: adds prevention of status changes for 1 minute	Item Shop [Level 5] ▶P.442 Mine Implant [30%] ▶P.480
Hall	Initial 500 5 Lowest 250 15	125	After moving for a certain time, we aker enemies than yourself will	迷 ls appear.	Item Shop [Level 5] ▶P.442 Samangan Highway ▶P.186
ダークボトル	Initial 500 5 Lowest 250 15	125	Movement View	For a certain time, enemies wi ll aggressively attack.	Item Shop [Level 5] ▶P.442 Shang Du ▶P.229
Ice Candy	Initial 100 — Cheapest — —	50	Move [Mo	Recovers HP equal to 10% of t he maximum, and after use you	Available for purchase at Karaha Shari's stall P.192 obtain either a "Hit Stick" or a "Miss Stick".
Hit Stick	Initial — — Cheapest — —	10	Move [Mo	Can be exchanged for "Ice Candy"	Obtained when using Ice Candy P.192 —
Miss Stick	Initial — — Cheapest — —	10	[Mo [Mo	No effect	Obtained when using Ice Candy P.192 —
All Divide	Initial 10000 50 Lowest 5000 100	100	[Mo [Mo	Reduces damage taken by all allies and enemies by 50% in battle. Using it again will revert it	Item Shop [Level 50] ▶P.442 Ni-Akeria Approach (Spirit World) P.301
Hourglass	Initial 20000 50 Lowest 10000 100	200	[Mo [Mo	Stop all enemies for a certain time. Engage in battle	Item Shop [Level 50] ▶P.442 ■Ni-Akeria Sacred Mountain (Spirit World) P.303
Sage	Initial 40000 50 Lowest 20000 100	400	[Move] [Mo	Increases maximum HP by 10	Item Shop [Level 50] ▶P.442 Ni-Akeria Approach ▶P.179
Savory	Initial 40000 50 Lowest 20000 100	400	"Move [Mo	Increases maximum TP by 10	Item Shop [Level 50] ▶P.442 Fergana Mine ▶P.219
Rosemary	Initial 40000 50 Lowest 20000 100	400	[Move [Tax excluded]	Increase maximum SP	Item Shop [Level 50] ▶P.442 Talas Road ▶P.201
Lavender	Initial 30000 50 Lowest 15000 100	300	[Move [Mo	Increase strength	Item Shop [Level 50] ▶P.442 Vermia Gorge ▶P.199

Name	Price and Level	Selling Price	Use	Effect	How to obtain
Verbena	Initial 30000 50 Lowest 15000 100	300	[Movement]	Increase Stamina	Item Shop [Level 50] ▶P.442 Samangan Arboreal Realm ▶P.190
Chamomile	Initial 30000 50 Lowest 15000 100	300	[Move]	Increase Intelligence	Item Shop [Level 50] ▶P.442 Lafort Research Institute ▶P.162
Basil	Initial 30000 50 Lowest 15000 100	300	[Saiga]	Increase Spirit	Item Shop [Level 50] ▶P.442 Samangan Highway ▶P.186
Saffron	Initial 30000 50 Lowest 15000 100	300	[Move]	Increase Agility	Item Shop [Level 50] ▶P.442 Between Nations Ilat Path ▶P.167
Jasmine	Initial 30000 50 Lowest 15000 100	300	[Movement]	Increase Dexterity	Item Shop [Level 50] ▶P.442 Kijiru Sea Waterfall ▶P.174
Blue Sage	Initial — — Cheapest — —	800	[Move]	Increase Max HP by 20	Treasure Rakorum Highway ▶P.225 Voyage Ship Jilnitra ▶P.277
*Blue Savory	Initial — — Cheapest — —	800	[Movement]	Increase Max TP by 20	King's Hunting Grounds ▶P.233 Voyage Ship Jirunitoru ▶P.277
Blue Rosemary	Initial — — Cheapest — —	800	[Move]	Increase maximum SP by 2	Orda Palace ▶P.250 Kizil Sea Falls (Spirit World) ▶P.292
Blue Lavender	Initial — — Cheapest — —	600	[Movement]	Increase Strength by 2	Barnaul Highway ▶P.246 Golden Magic Swordsman Gou [100%] ▶P.460
Blue Verbena	Initial — — Cheapest — —	600	[Movement]	Increase Stamina by 2	Mon Plateau ▶P.239 Golden Magic Swordsman Ai [100%] ▶P.459
Blue Chamomile	Initial — — Cheapest — —	600	[Move]	Increase Intelligence by 2	Gandara Fortress ▶P.205 Golden Magic Swordsman Mato [100%] ▶P.459
Blue Basil	Initial — — Cheapest — —	600	[Move]	Increase Spirit by 2	Liberty Rock Shaft ▶P.236 Golden Magic Swordsman Guardian [100%] ▶P.460
Blue Saffron	Initial — — Cheapest — —	600	[Move]	Increase Agility by 2	Voltea Forest Path ▶P.215 Golden Demon Swordsman Shuri [100%] ▶P.460
Blue Jasmine	Initial — — Cheapest — —	600	[Move]	Increase Dexterity by 2	Sogd Swamp Path (Spirit World) ▶P.299 Golden Demon Swordsman Ki [100%] ▶P.459
Red Sage	Initial — — Cheapest — —	1200	[Move]	Increases maximum HP by 30	Alda Palace ▶P.249 Seirai Cold Plain ▶P.265
Red Savory	Initial — — Cheapest — —	1200	[Move]	Increases maximum TP by 30	Noor Scorch Cave ▶P.267 Magna Zero ▶P.374
Red Rosemary	Initial — — Cheapest — —	1200	[Move]	Increases maximum SP by 3	Takaratorubaran Highway ▶P.307 Magna Zero ▶P.374
Red Lavender	Initial — — Cheapest — —	900	[Move]	Increases Strength by 3	Ni-Akelia Sacred Mountain ▶P.287 Golden Magic Swordsman Gou [100%] ▶P.460
Red Verbena	Initial — — Cheapest — —	900	Move	Increases Vitality by 3	Sogd Wet Path (Spirit World) ▶P.299 Golden Magic Swordsman Ai [100%] ▶P.459
Red Chamomile	Initial — — Cheapest — —	900	Shift	Increases Intelligence by 3	Alkando Marsh ▶P.255 Golden Magic Swordsman Origin [100%] ▶P.459
Red Basil	Initial — — Cheapest — —	900	Move	Increases Spirit by 3	Zaira Forest ▶P.269 Golden Demon Swordsman — Gala Bala [100%] ▶P.460
Red Saffron	Initial — — Cheapest — —	900	Move	Increases Agility by 3	Rusal Road ▶P.314 Golden Demon Swordsman — Shuri [100%] ▶P.460
Red Jasmine	Initial — — Cheapest — —	900	"Move"	Increases Dexterity by 3	Baikal Ruins ▶P.387 Golden Demon Swordsman — Ki [100%] ▶P.459

Cooking

Name	Price and Level	Sell Value	Effect	Effect duration	How to obtain
Sandwich - Regular	Initial 300 1 Lowest 90 6	30	Recovers all party members' HP by 25% of their maximum at the end of battle	5	Cookshop [Level 1] ▶P.450 Ni Akelia ▶P.177
Sandwich - Large	Initial 1200 2 Lowest 360 7	120	Recovers all party members' HP by 25% of their maximum at the end of battle	9	Cookshop [Level 2] ▶P.450 Gandara Fortress ▶P.209
Sandwich · Special	Initial 2400 6 Cheapest 720 16	240	Recovers all party members' HP by 25% of their maximum at the end of battle	13	Restaurant [Level 6] ▶P.450 Magna Zero ▶P.373
French Toast · 並	Initial 1200 10 Cheapest 360 30	120	At the end of battle, restores all party members' HP by 50% of their maximum HP	4	Shop Restaurant [Level 10] ▶P.450 Treasure Gandara Fortress ▶P.205
French Toast · Large	Initial 2400 14 Cheapest 720 39	240	At the end of battle, restores all party members' HP by 50% of their maximum HP At the end of battle, restores all party members' HP by 50% of their maximum HP	7	The Restaurant [Level 14] ▶P.450 Magna Zero ▶P.374
French Toast · Special	Initial 3600 18 Cheapest 1080 48	360		10	The Restaurant [Level 18] ▶P.450 Kijiru Sea Waterfall (Spirit World) ▶P.292
Croquette Bun · Regular	Initial 2400 22 Cheapest 720 62	240	At the end of battle, recover all party members' HP by 75% of their maximum. At the end of battle, recover all party members' HP by 75% of their maximum. At the end of battle, recover all party members' TP by 25% of their maximum. At the end of battle, recover all party members' TP by 25% of their maximum. At the end of battle, recover all party members' TP by 25% of their maximum. At the end of battle, recover all party members' TP by 50% of their maximum. At the end of battle, recover 50% of each party member's maximum TP At the end of battle, recover 75% of each party member's maximum TP At the end of battle, recover 75% of each party member's maximum TP At the end of battle, recover 75% of each party member's maximum TP At the end of battle, recover 15% of each party member's maximum HP and TP	3	The Restaurant [Level 22] ▶P.450 Arkando Wetlands ▶P.255
Croquette Bun · Large	Initial 4800 26 Cheapest 1440 71	480		5	The Restaurant [Level 26] ▶P.451 Helioborg Base ▶P.311
Korokke Bread - Special	Initial 7200 30 Cheapest 2160 85	720		8	The Restaurant [Level 30] ▶P.451 The Path of World Excellence ▶P.319
Pudding Bread - Regular	Initial 300 1 Cheapest 90 6	30		5	The Restaurant [Level 1] ▶P.450 Garry Passage ▶P.172
Large Pudding Bread	Initial 1200 2 Cheapest 360 7	120		9	Cookshop [Level 2] ▶P.450 —
Pudding Bread - Special	Initial 2400 6 Cheapest 720 16	240		13	Restaurant [Level 6] ▶P.450 —
Chocolate Parfait 並	Initial 1200 10 Cheapest 360 30	120		4	Cooking Shop [Level 10] ▶P.450 Voltea Forest Path ▶P.215
Chocolate Parfait 大	Initial 2400 14 Cheapest 720 39	240		7	Cookshop [Level 14] ▶P.450 —
Chocolate Parfait - Special	Initial 3600 18 Cheapest 1080 48	360		10	Cookshop [Level 18] ▶P.450 —
Peach Pie - Regular	Initial 2400 22 Cheapest 720 62	240		3	Cookshop [Level 22] ▶P.451 Tōrai Cold Plains ▶P.260
Large Peach Pie	Initial 4800 26 Cheapest 1440 71	480		5	The Restaurant [Level 26] ▶P.451 —
Peach Pie - Special	Initial 7200 30 Cheapest 2160 85	720		8	The Restaurant [Level 30] ▶P.451 —
Tofu Senbei - Regular	Initial 300 5 Cheapest 90 15	30		5	Cookshop [Level 5] ▶P.450 Talas Highway ▶P.201
Tofu Senbei · Large	Initial 1200 9 Cheapest 360 24	120	At the end of battle, recover 15% of each party member's maximum HP and TP	9	Cookshop [Level 9] ▶P.450 —
Tofu Senbei · Special	Initial 2400 13 Cheapest 720 38	240	At the end of battle, recover 15% of each party member's maximum HP and TP	13	Cookhouse [Level 13] ▶P.450 —
Fruit Cheese · Regular	Initial 1200 17 Cheapest 360 47	120	Restores 30% of each party member's maximum HP and TP after battle	4	Cookhouse [Level 17] ▶P.450 Alda Palace ▶P.249
Fruit Cheese · Large	Initial 2400 21 Cheapest 720 56	240	Restores 30% of each party member's maximum HP and TP after battle	7	Cookhouse [Level 21] ▶P.450 —
Fruit Cheese · Special	Initial 3600 25 Lowest price 1080 70	360	Restores 30% of each party member's maximum HP and TP after battle	10	Cookhouse [Level 25] ▶P.451 Garry Corridor (Spirit World) ▶P.294
Cream Croquette B Fe · Normal	Initial 2400 29 Lowest price 720 84	240	Restores 50% of each party member's maximum HP and TP after battle	3	Restaurant [Level 29] ▶P.451 National Travel Ship Jilnitora ▶P.277
Cream Croquette B Fe · Large	Initial 4800 33 Lowest price 1440 98	480	Restores 50% of each party member's maximum HP and TP after battle	5	Restaurant [Level 33] ▶P.451 —

Name	Price and Level	Selling Price	Effect	Effect duration	How to obtain
Cream Croquette Buffet • Special	Initial 7200 34 Cheapest 2160 100	720	Restores 50% of each party member's maximum HP and TP	after battle	Restaurant [Level 34] ▶P.451 —
Meat Sauce • Normal	Initial 250 1 Cheapest 75 6	25	In battle, physical attack Magic Attack +10%	5	Cookhouse [Level 1] ▶P.450 Kijiru Sea Falls ▶P.174
Meat Sauce • Large	Initial 1000 3 Lowest 300 8	100	In battle, physical attack Magic Attack +10%	9	Cookhouse [Level 3] ▶P.450 —
Meat Sauce • Extra	Initial 1500 7	150	In battle, physical attack Magic Attack +10%	13	Cookhouse [Level 7] ▶P.450 —
Omu-soba • Regular	Lowest 450 22 Initial 1000 11	100	In battle, physical attack Magic Attack +20%	4	Cookhouse [Level 11] ▶P.450 Fergana Mine ▶P.217
Omu-soba • Large	Lowest 300 31	200	In battle, physical attack Magic Attack +20%	7	Cookhouse [Level 15] ▶P.450 —
Omu-soba • Extra	Initial 2000 15 Lowest 600 40	300	In battle, physical attack Magic Attack +20%	10	Cookhouse [Level 19] ▶P.450 —
Takoyaki Ramen • Regular	Initial 3000 19 Lowest 900 54	200	In battle, physical attack Magic Attack +30%	3	Cookhouse [Level 23] ▶P.451 Treasure Kukuru Ice Cavern ▶P.263
Takoyaki Ramen • Large	Initial 2000 23 Lowest 600 63	400	In battle, physical attack Magic Attack +30%	5	Cookhouse [Level 27] ▶P.451 —
Takoyaki Ramen • Extra	Initial 4000 27 Lowest 1200 77	600	In battle, physical attack Magic Attack +30%	8	Cookhouse [Level 31] ▶P.451 —
Yakisoba • Regular	Initial 6000 31 Lowest 1800 91	25	Physical Defense during battle, Magic Defense +20%	5	The Restaurant [Level 1] ▶P.450 Ni Akeria Approach ▶P.179
Yakisoba • Large	Initial 250 1 Lowest 75 6	100	Physical Defense during battle, Magic Defense +20%	9	Cookhouse [Level 3] ▶P.450 —
Yakisoba • Extra	Initial 1000 3 Lowest 300 8	150	Physical Defense during battle, Magic Defense +20%	13	Cookhouse [Level 7] ▶P.450 —
Vegetable Sticks – Regular	Initial 1500 7 Lowest 450 22	100	Physical Defense during battle, Magic Defense +30%	4	Cooking Shop [Level 11] ▶P.450 Lakorumu Road ▶P.225
Vegetable Sticks • Large	Initial 1000 11 Lowest 300 31	200	Physical Defense during battle, Magic Defense +30%	7	Cookhouse [Level 15] ▶P.450 —
Vegetable Sticks • Extra Large	Initial 2000 15 Lowest 600 40	300	Physical Defense during battle, Magic Defense +30%	10	Cookhouse [Level 19] ▶P.450 Irat Passage (Spirit Realm) ▶P.297
Seaweed Salad • Regular	Initial 3000 19 Lowest 900 54	200	Physical Defense during battle, Magic Defense +40%	3	Cooking Shop [Level 23] ▶P.451 Seirai Cold Plain ▶P.265
Seaweed Salad • Large	Initial 2000 23 Lowest 600 63	400	Physical Defense during battle, Magic Defense +40%	5	Cookhouse [Level 27] ▶P.451 —
Seaweed Salad • Extra Large	Initial 4000 27 Lowest 1200 77	600	Physical Defense during battle, Magic Defense +40%	8	Cookhouse [Level 31] ▶P.451 —
Potato Salad • Regular	Initial 6000 31 Lowest 1800 91	25	During battle, physical attack, magical attack, physical defense, and magical defense increase by 5%	5	Inn [Level 5] ▶P.450 Vermia Gorge ▶P.199
Potato Salad • Large	Initial 250 5 Lowest 75 15	100	During battle, physical attack, magical attack, physical defense, and magical defense increase by 5%	8	Cookshop [Level 9] ▶P.450 —
Potato Salad • Extra Large	Initial 1000 9 Lowest 300 24	150	During battle: Physical Attack, Magic Attack, Physical Defense, Magic Defense +5%	13	Cookhouse [Level 13] ▶P.450 —
Fruit Salad • Regular	Initial 1500 13 Lowest 450 38	100	During battle: Physical Attack, Magic Attack, Physical Defense, Magic Defense +10%	4	Inn [Level 17] ▶P.450 Balnaur Highway ▶P.246
Fruit Salad • Large	Initial 1000 17 Lowest 300 47	200	During battle: Physical Attack, Magic Attack, Physical Defense, Magic Defense +10%	7	Cookhouse [Level 21] ▶P.450 —
Fruit Salad (Special)	Initial 2000 21 Lowest 600 56	300	During battle: Physical Attack, Magic Attack, Physical Defense, Magic Defense +10%	10	Inn [Level 25] ▶P.451 — • Akelia Approach (Spirit World) ▶P.301
Fruit Yakisoba (Regular)	Initial 3000 25 Lowest 900 70	200	During battle, physical attack, magic attack, and physical defense, magic defense increased by 25%	5	Cooking Shop [Level 29] ▶P.451 Torubaran Highway ▶P.307
Fruit Yakisoba (Large)	Initial 2000 29 Lowest 600 84	400	During battle, physical attack, magic attack, and physical defense, magic defense increased by 25%	5	Restaurant [Level 33] ▶P.451 —
Fruit Yakisoba • Special	Initial 4000 33 Lowest 1200 98	600	During battle, physical attack, magic attack, and physical defense, magic defense increased by 25%	8	Restaurant [Level 34] ▶P.451 Seisei no Michi (2) ▶P.319
	Initial 6000 34 Lowest 1800 100				

Name	Price and Level	Sell Value	Effect	Effect duration	How to obtain
Cider Rice - Regular	Initial 500 1 Lowest 150 6	50	Experience Gained +30%	4	The Restaurant [Level 1] ▶P.450 Samangan Highway ▶P.186
Cider Rice - Large	Initial 2000 4 Lowest 600 14	200	Experience Gained +30%	7	Restaurant [Level 4] ▶P.450 —
Cider Rice - Special	Initial 3000 8 Lowest 900 23	300	Experience Earned +30%	10	Cookhouse [Level 8] ▶P.450 —
Beef Bowl - Regular	Initial 2000 12 Lowest 600 32	200	Experience Earned +60%	3	Cookhouse [Level 12] ▶P.450 King's Hunting Grounds ▶P.233
Beef bowl (large)	Initial 4000 16 Lowest	400	Experience Earned +60%	5	Cookhouse [Level 16] ▶P.450 —
Gyudon (Beef Bowl) - Special	1200 46 Initial 6000 20	600	Experience Earned +60%	8	Cookhouse [Level 20] ▶P.450 —
Chicken Nanban Roll - Regular	Lowest 1800 55 Initial 4000 24	400	Experience Earned +100%	2	Ryoriya [Level 24] ▶P.451 Noru Saku Cave ▶P.267
Chicken Nanban Roll - Large	Lowest 1200 64 Initial 8000 28	800	Experience Gained +100%	3	Ryōriya [Level 28] ▶P.451 —
Chicken Nanban Roll - Special	Lowest 2400 78 Initial 12000 32	1200	Experience Gained +100%	5	Ryōriya [Level 32] ▶P.451 —
Mapo Curry - Regular	Lowest 3600 92 Initial 500 1	50	Gald Obtained +30%	4	The Restaurant [Level 1] ▶P.450 Samangan Arboreal Realm ▶P.189
Mapo Curry - Large	Lowest 150 6 Initial 2000 4	200	Gald Obtained +30%	7	Restaurant [Level 4] ▶P.450 —
Mapo Curry - Special	Lowest 600 14 Initial 3000 8	300	Gald Obtained +30%	10	Cookhouse [Level 8] ▶P.450 —
Miso Soup with Tofu - Regular	Lowest 900 23 Initial 2000 12	200	Gald Obtained +60%	3	Cooking Shop [Level 12] ▶P.450 Lieberry Rock Hollow ▶P.235
Miso Soup with Tofu - Large	Lowest 600 32 Initial 4000 16	400	Gald Obtained +60%	5	Cookhouse [Level 16] ▶P.450 —
Miso Soup with Tofu - Special	Lowest 1200 46 Initial 6000 20	600	Gald Obtained +60%	8	Cookhouse [Level 20] ▶P.450 —
Seafood Stew - Regular	Lowest 1800 55 Initial 4000 24	400	Gald Obtained +100%	2	Cooking Shop [Level 24] ▶P.451 Zaila Forest ▶P.269
Seafood Stew - Large	Lowest 1200 64 Initial 8000 28	800	Gald Obtained +100%	3	Ryōriya [Level 28] ▶P.451 —
Seafood Stew - Extra Large	Lowest 2400 78 Initial 12000 32 Lowest 3600 92	1200	Gald Obtained +100%	5	Ryōriya [Level 32] ▶P.451 —
Orange Soup - Regular	Initial 500 5 Lowest 150 15	50	Experience Obtained, Gald Obtained +15%	4	Restaurant [Level 5] ▶P.450 Treasure Kurama Passage ▶P.195
Orange Soup - Large	Initial 2000 9 Lowest 600 24	200	Experience Obtained, Gald Obtained +15%	7	Cookshop [Level 9] ▶P.450 —
Orange Soup - Extra Large	Initial 3000 13 Lowest 900 38	300	Experience Obtained, Gald Obtained +15%	10	Cookhouse [Level 13] ▶P.450 —
Pot-au-feu - Regular	Initial 2000 17 Lowest 600 47	200	Experience Points Obtained, Gald Obtained 30% Up	3	Restaurant [Level 17] ▶P.450 Mon Plateau ▶P.239
Pot-au-feu - Large	Initial 4000 21 Lowest 1200 56	400	Experience Points Obtained, Gald Obtained 30% Up	5	Cookhouse [Level 21] ▶P.450 —
Botofu Toku	Initial 6000 25 Lowest 1800 70	600	Experience Points Obtained, Gald Obtained 30% Up	8	Inn [Level 25] ▶P.451 Rusal Highway ▶P.314
Cream Gyudon (Regular)	Initial 4000 29 Lowest 1200 84	400	Experience Points Obtained, Gald Obtained 50% Up	2	Cooking Shop [Level 29] ▶P.451 Ni-Akelia Sacred Mountain ▶P.287
Cream Gyudon (Large)	Initial 8000 33 Lowest 2400 98	800	Experience Points Obtained, Gald Obtained 50% Up	3	Restaurant [Level 33] ▶P.451 —
Cream Gyudon (Extra Large)	Initial 12000 34 Lowest 3600 100	1200	Experience Points Obtained, Gald Obtained 50% Up	5	Restaurant [Level 34] ▶P.451 —

Iron Wrist

"Physical Atk"	99 Price Initial	630	1
Magic Atk	70 Level Lowest	—	—
Attribute	— Sell Value		220

Acquire [Weapon Shop [Level 1] ▶P.442
Method —

Steel Wrist

Physical Attack	154 Price Initial	1270	2
Magic Attack	105 Level Lowest	889	7
"Element	— Sell Price		444

Obtain Weapon Shop [Level 2] ▶P.442
Method -

Fist Guard

Physical Attack	209 Price Initial	2130	7
Magic Attack	140 Level Lowest	1491	12
"Attribute	— Sell Price		745

Acquire Weapons Shop [Level 7] ▶P.442
Method -

Striker

Physical Attack	264 Price and Initial	3200	12
Magic Atk	175 Level Cheapest	2240	17
Attribute	— Sell Value		1120

Obtain Weapon Shop [Level 12] ▶P.442
Method -

Hard Soil

Physical Attack	319 Price and Base	4500	17
Magic Attack	210 Level Cheapest	3150	22
"Attribute	Sell Value		1575

Acquire Weapons Shop [Level 17] ▶P.443
Method -

Beatwing

Physical Attack	374 Price and Initial	6010	22
"Magic Atk	245 Level Cheapest	4207	27
Attribute	Sell Price		2103

Obtain Weapon Shop [Level 22] ▶P.443
Method -

Silver List

Physical Attack	428 Price and Initial	7740	27
Magic Atk	280 Level Cheapest	5418	32
Attribute	— Sell Price		2709

Obtain Weapons Shop [Level 27] ▶P.443
Method -

Grand Fist

Physical Attack	483 Price and Initial	9690	32
Magic Attack	315 Level Cheapest	6783	37
「Element Sell Price			3391

Obtain Weapon Shop [Level 32] ▶P.443
Method —

Insect Claw

Physical ATK	538 Price and Initial	11870	37
Magic ATK	350 Level Cheapest 8309 42		
Element	— Sell Price		4154

Obtainable Weapon Shop [Level 37] ▶P.443
Method -

Gigas Wrist

Physical Attack	593 Price Initial	14260	42
Magic Attack	385 Level Lowest	9982	47
Attribute	— Sell Price		4991

Obtain Weapon Shop [Level 42] ▶P.443
Method -

Raging Blow

Physical ATK	648 Price and Initial	16860	47
Magic ATK	420 level cheapest	11802	52
Element	Fire sale value		5901

Obtain Weapons Shop [Level 47] ▶P.443
Method -

Torrent Knuckle

Physical Attack	703 Price and Initial	19690	52
Magic Atk	455 Level Cheapest	13783	57
Attribute	Water Sell Value		6891

Obtain Weapon Shop [Level 52] ▶P.443
Method -

Rune List

Physical ATK	757 Price and Base	22730	57
Magic ATK	490 Level Cheapest	15911	62
Element	— Sell Value		7955

Acquire Weapon Shop [Level 57] ▶P.443
Method -

Tyrant Knuckle

Physical Attack	812 Price and Initial	25980	62
Magic Atk	525 Level Cheapest	18186	67
Attribute	— Sell Price		9093

Obtain Weapons Shop [Level 62] ▶P.444
Method -

Varcheswing

Physical Attack	867 Price Initial	29470	67
Magic Atk	560 Level Cheapest	20629	72
Attribute	Sell price	10314	

Obtain at Weapon Shop [Level 67] ▶P.444
Method -

Rare List

Physical Attack	922 Price Initial	33160	72
Magic Attack	595 Level Cheapest	23212	77
"Attribute	— Sell Price		11606

Obtain Weapon Shop [Level 72] ▶P.444
Method -

Gauntlets (Jude)

Garm Fang

Physical Attack 237 Price and Initial 37070 77
"Magic Attack 630 Level Cheapest 25949 82
"Attribute — Sell Price 12974
Acquisition Method: Weapon Shop [Level 77] ▶P.444

Imperial Fist

Physical Attack 1032 Price and Initial 41220 82
Magic Attack 665 Level Cheapest 28854 87
665 Level Cheapest
Attribute Sell Value 14427
Obtain Method: Weapon Shop [Level 82] ▶P.444

Atmosphere

Physical Attack 1086 Price and Initial 45560 87
Magic Attack 700 level Cheapest 31892 92
Attribute Sell Price 15946
Acquisition Method: Weapon Shop [Level 87] ▶P.444
Wingal (3) [100%] ▶P.457

God Weapon

Physical ATK 141 Price and Initial 50120 92
Magic ATK 735 Level Cheapest 3,508,497
Element Sell Price 17,542
Acquisition Method: Weapon Shop [Level 92] ▶P.444

Oath Fist Victor's Will

"Physical Attack 1176 Price and Initial 53970 100
Magic Attack 756 Level Cheapest — —
756 Level
Attribute Sell Price 18889
Obtain Method: Weapon Shop [Level 100] ▶P.444

Tipomiton

Physical Attack 880 Price and Initial — —
Magic Atk 400 level Cheapest — —
Attribute — Sell Price —
Obtain Method: 062 Arena [EX Character (Jude)] ▶P.354

Spell-Demon Claw Forzex*

"Physical Attack 955 Price and Initial — —
"Magic Atk 625 Level Cheapest — —
Element — Sell Price —
Acquisition Method: Forzam [100%] ▶P.476

※ When the Golden Magic Swordsman is defeated, its true power is unlocked, and its physical and magical attack increase according to the number of enemies defeated (P.383).

剣 (ソード)

Rapier

Physical Attack 89 Price and Initial 610 1
Magic Atk Level 77 Cheapest — —
Attribute — Sell Value 213
Obtain Method: [Weapon Shop [Level 1] ▶P.442

Kukuri

Physical Atk 139 Price and Initial 1250 3
"Magic Atk 116 Level Lowest 875 8
"Attribute — Sell Price 437
Obtain Method: Weapon Shop [Level 3] ▶P.442

Scimitar

"Physical Attack 188 Price and Initial 2080 8
Magic Atk 154 Level Cheapest 1456 13
Attribute — Sell Value 728
Obtain Method: Weapon Shop [Level 8] ▶P.442

Dual Edge

Physical Attack 238 Price and Initial 3150 13
"Magic Attack 193 Level Cheapest 2205 18
Attribute — Sell Price 1102
Obtain Method: Weapon Shop [Level 13] ▶P.442

"Fyle Stinger"

Physical Attack 267 Price and Initial" 4420 18
"Magic Attack 231 Level Cheapest 3094 23
Attribute" Sell Price" 1547
Obtain Method: Weapon Shop [Level 18] ▶P.443

Harpia

"Physical Attack Price 337 and Initial 5900 23
Magical Attack evel 270 Cheapest 4130 28
Element ® Sell Value 2065
Acquisition Method: Weapon Shop [Level 23] ▶P.443

Curse Breaker

Physical Attack 335 Price and Initial 7580 28
Magic Attack 308 Level Lowest 5306 33
Primary Attribute Sell Price 2653
Obtain Method: Weapon Shop [Level 28] ▶P.443

Line Edge

Physical Attack 435 Price and Initial 9500 33
Magic Attack 347 Level Cheapest 6650 38
Primary Attribute Sell Value 3325
Obtain Method: Weapon Shop [Level 33] ▶P.443

Core Gator

Physical Atk 484 Price and Initial 11620 38
"Magic Attack "385 Level Cheapest 8134 43
Primary Attribute" Sell Price 4067"
"Acquisition Method -" Weapon Shop [Level 38] ▶P.443

Vermiculator

Physical Atk 534 Price and Initial 13970 43
Magic Attack 424 Level Cheapest 9779 48
"Attribute — Selling Price 4889
Obtain Method: Weapon Shop [Level 43] ▶P.443

Vopal Sword

Physical Atk	583	Price Initial	16500 48
Magic Atk	462	Level Lowest	11550 53
Attribute		Sell Value	5775

Acquired Weapon Shop [Level 48] ▶P.443
Method -

Rune Blade

Physical Attack 633 Price Initial 19290 53
Magic Attack 501 Level Lowest 13503 58
Elemental Sell Price 6751

	—	Sell Price	

Acquisition Weapon Shop [Level 53] ▶P.443
Method -

Flamverge

Physical Atk	681	Price and Initial	22220 58
Magic Atk		Level 539 Cheapest	15554 63
Attribute		Sell value 4	7777

Acquire Weapons Shop [Level 58] ▶P.443
Method -

Fair Sword

Physical Atk	734	Price and Initial	25430 63
Magic Atk	578	Level Cheapest	17801 68
Attribute	—	Sell value	8900

Obtain Weapon Shop [Level 63] ▶P.444
Method -

Breath Blade

Physical Atk	780	Price and initial	28820 68
Magic Attack	616	Level Cheapest	20174 73
Attribute		Sell Value	10087

Acquisition Weapon Shop [Level 68] ▶P.444
Method —

Sonic Edge

Physical Atk	830	Price and Initial	32470 73
Magic Atk	655	Level Cheapest	22729 78
Attribute		Sale Value	11364

How to obtain Weapon Shop [Level 73] ▶P.444
Method —

Edelrose

Physical Attack	879	Price and Initial	36,270 78
Magical Attack	693	Level Cheapest	25,389 83
Element	—	Sell Value	12694

Obtain Weapon Shop [Level 78] ▶P.444
Method —

Detonator

Physical Atk	929	Price Initial	40350 83
Magic Attack	732	Level Lowest	28245 88
Attribute		Sell Price	14122

Acquire Weapon Shop [Level 83] ▶P.444
Method -

Thorn Blade · Black Sunflame

Physical Atk	977	Price and Initial	44550 88
Magic Atk	770	Level Cheapest	31185 93
Attribute		Sell Price	15592

Acquisition Weapon Shop [Level 88] ▶P.444
Method -

Rafalcon

Physical Atk	1027	Price and Initial	49050 93
Magic Atk	809	Level Cheapest	34335 98
Attribute		Sell Price	17167

Acquisition Weapons Shop [Level 93] ▶P.444
Method -

Spirit Sword Aidion

Physical Atk	1058	Price and Initial	52790 100
Magic Attack	832	Level Cheapest	— —
Attribute	—	Sell value	18476

Obtain Weapon Shop [Level 100] ▶P.444
Method —

Harisen (Paper Fan)

Physical Attack	700	and initial	— —
Magic Atk	500	Level Cheapest	— —
Attribute	—	Sale Value	—

Acquisition 062 Arena [EX Character (Mira)] ▶P.354
Method -

Magic Sword Drandeuo※

Physical Attack	770	Price and Initial	— —
Magic Atk	600	level cheapest	— —
Element	—	Sell Value	—

Acquire Dran Sword [100%] ▶P.471
Method —

* When you defeat the Golden Magic Swordsman, its true power is unleashed, and physical attack and magical attack increase according to the number of enemies defeated (P.483).

Broadsword

Physical ATK	119 Price Initial	650	1
Magic ATK	Level 56 Cheapest	—	—
Element	—	Sell Value	227

Acquisition Weapon Shop [Level 1] ▶P.442
Method -

Rage Iron

Physical Attack	185 Price and Initial	1310	4
Magic Atk	84 Level Cheapest	917	9
Attribute	— Sell Price		458

Obtainable Weapon Shop [Level 4] ▶P.442
Method -

Formal Blade

Physical ATK	251 Price and Initial	2210	9
Magic ATK	112 Level Cheapest	1547	14
Element	—Sale Value		773

Acquisition Weapon Shop [Level 9] ▶P.442
Method -

Bastard Sword

Physical Attack	417 Price and Initial	3330	14
Magic Attack	140 Level Cheapest	2331	19
*Attribute	— Sell Price		1165

Obtainable at Weapon Shop [Level 14] ▶P.442
Method -

Solid Breaker

Physical Attack	383 Price Initial	4690	19
Magic Attack	168 Level Cheapest	3283	24
Attribute	Selling Price		1641

Acquisition at Weapon Shop [Level 19] ▶P.443
Method -

Gale Causer

Physical ATK	449 Price and Initial	6270	24
Magic ATK	196 Level Cheapest	4389	29
Attribute	○ Sell Price		2194

Acquisition Weapon Shop [Level 24] ▶P.443
Method -

Assault Rook

Physical Attack	514 Price and Initial	8070	29
Magic Attack	224 Level Cheapest	5649	34
Attribute	— Sell value		2824

Acquisition Weapon Shop [Level 29] ▶P.443
Method —

Geo Crusher

Physical Attack	580 Price Initial	10110	34
Magical Attack	252 Level Lowest	7077	39
Element	—	Sell Value	3538

Obtainable Weapon Shop [Level 34] ▶P.443
Method —

Banish Anchor

Physical Attack	646 Price and Initial	12380	39
Magic Attack	Level 280 Cheapest	8666	44
Attribute	—	Sell value	4333

Acquisition Shop Weapon Shop [Level 39] ▶P.443
Method —

Aberpsea

Physical Atk	712 Price and Initial	14870	44
Magical Attack	308 Level Cheapest	10409	49
Element	—	Sell Price	5204

Acquisition Weapon Shop [Level 44] ▶P.443
Method -

Savitch Flare

Physical Attack	778 Price and Initial	17590	49
Magic Attack	336 Level Cheapest	12313	54
Element	Fire Sale Price		6156

Obtainable Weapon Shop [Level 49] ▶P.443
Method -

Depths Predator

Physical ATK	844 Price and Initial	20540	54
Magic ATK	364 Level Cheapest 14378 59 364 Level Cheapest 14378 59 Water Sell Price 7189		
Element	Water Sell Price		

Acquisition Weapon Shop [Level 54] ▶P.443
Method -

Great Ripper

Physical Atk	908 Price and Initial	23690	59
Magic Atk	392 Level Cheapest	16583	64
Attribute	—Selling Price		8291

Obtainable Weapon Shop [Level 59] ▶P.444
Method—

Ogre Masher

Physical Attack 974 Price and Initial 27090 64
Magic Attack 420 Level Cheapest 18963 69
420 Level Cheapest 18963 69
Elemental Sell Price 9481
— Sell Price

Acquisition at Weapon Shop [Level 64] ▶P.444
Method—

Radiator

Physical ATK 1040 Price and Initial 30720 69
Magic ATK 448 Level Cheapest 21504 74
448 Level Cheapest 21504 74
Elemental sell price 10752
— Sell price

Acquisition Weapon Shop [Level 69] ▶P.444
Method—

Weiss Eraser

Physical Attack 1106 Price and Initial 34590
Magic Attack 74
476 Level Lowest 24213 79
Attributes € Sell Price 12106

Obtainable Weapon Shop [Level 74] ▶P.444
Method—

Oni Cleaver · Rakan

Physical Attack	1172 Price and Initial	38670	79
Magic Atk	504 Level Lowest	27069	84
Attribute	— Sell Value		13534

Obtainable Weapon Shop [Level 79] ▶P.444
Method—

Madarless Age

Physical Attack	1238 Price and Initial	42990	84
Magical Attack	532 Level Lowest Price	30093	89
Element	○ Sell Price		15046

Acquisition Weapon Shop [Level 84] ▶P.444
Method -

Greatsword (Alvin)

Crystalfang

Physical ATK 1303 Price and Initial 47510 89
Magic ATK 3529 Level 560 Cheapest
Attribute 16628 Sell value

Acquisition Method: Weapon Shop [Level 89] ▶P.444

Dinosauro Hell

Physical Attack 1369 Price Initial 52280 94
Magic Attack 588 Level Cheapest 36596 99
Main Attribute Sell Price 18298

Acquisition Method: Weapon Shop [Level 94] ▶P.444

Great Shackle Sword Adaharuma

Physical Attack 1411 Price Initial 56310 100
Magic Attack 605 Level Cheapest 605 Level Cheapest
Attribute Sell Price 19708

Acquisition Method: Weapon Shop [Level 100] ▶P.444

Grilled squid

Physical Attack 980 Price Initial
Magic Attack 300 Level Cheapest
Attribute Sell Price

Acquisition: 062 Arena [EX Character (Alvin)] ▶P.354

Screaming Demon Sword Weisshain※

Physical Attack 970 Price Initial
Magic Attack 620 Level Cheapest
Attribute
Sell Price

Obtainable Schweiss [100%] ▶P.465

※ When the Golden Magic Swordsman is defeated, its true power is unlocked, and its physical and magical attack increase according to the number of enemies defeated (P.383)

杖（ヒリーゼ）

Wand

Physical Attack 167 Price and Initial 2040 10
Magic Atk 168 Level Lowest 1428 15
Attribute Sell Value 714

Acquisition Method: Weapon Shop [Level 10] ▶P.442

Grand Scepter

Physical ATK 430 Price and initial 11,360 40
430 Price and initial 11,360
Magic ATK 420 Level Lowest price 7,952 45
Attribute sell value 3,976
Sell value 3,976

Acquisition Method: at Weapon Shop [Level 40] ▶P.443

Mace

Physical ATK 211 Price and Initial 3070 15
Magic ATK 210 Level Lowest 2149 20
Element Sale Value 1074

Obtainable at Weapon Shop [Level 15] ▶P.443

Fixida

Physical ATK 474 Price and Initial 13640 45
Magic ATK 462 Level Lowest 9548 50
Element - Sale Value 4774

Obtainable Weapon Shop [Level 45] ▶P.443

Ruby Wand

Physical Attack 255 Price and Initial 4310 20
Magical Attack 252 Level Cheapest 3017 25
Element B Sell Value 1508

Obtainable at Weapon Shop [Level 20] ▶P.443

Endless Torch

Physical Attack 518 Price and Initial 1615050
Magic Attack 504 Level Cheapest 11305 55
Attribute Sell Value 5652

Obtainable | Weapon Shop [Level 50] ▶P.443

Airs Rod

Physical Atk 299 Price and Initial 576025
Magical Attack 294 Level Cheapest 4032 30
Element Sell value 2016

Obtainable Weapons Shop [Level 25] ▶P.443

Brandung

Physical Attack 562 Price Initial 18840 55
Magic Atk 546 Level Cheapest 13188 60
Attribute Permanent Sell value 6594

Obtainable Weapons Shop [Level 55] ▶P.443

Coat Staff

Physical Attack 342 Price Initial 7410 30
Magic Atk 336 Level Cheapest 5187 35
Attribute Sell value 2593

Acquisition Weapons Shop [Level 30] ▶P.443

Energy Wand

Physical Atk 606 Price and Initial 21760 60
Magic Atk 588 Level Cheapest 15232 65
Attribute Sell Price 7616

Acquisition Weapons Shop [Level 60] ▶P.444

Precious Wand

Physical Attack 386 Price and Initial 9280 35
Magical Attack 378 Level Cheapest 6496 40
Element Sell Value 3248

Acquisition Weapon Shop [Level 35] ▶P.443

Fortune Helm

Physical Attack 650 Price and Initial 24880 65
Magical Attack 630 Level Cheapest 17416 70
Attribute Selling Price 8708

Acquisition Weapon Shop [Level 65] ▶P.444

杖（エリーゼ）

Wisteria

Physical Attack	694	Price and Initial	28200 70
Magical Attack	672	Level Lowest	19740 75
Attribute	—	Sell Price	9870

Acquisition Method: Weapons Shop [Level 70] ▶P.444

Star Rod

Physical Attack	738	Price and Initial	31,740 75
Magic Attack	714	Level Cheapest	22,218 80
Attribute	•	Sell Price	11,109

Acquisition Method: Weapon Shop [Level 75] ▶P.444

Weevil Rod

Physical ATK	782	Price と Initial	35480 80
Magic ATK	756	Level Cheapest	24836 85
Element	—	Sell Value	12418

Acquisition Method: Weapon Shop [Level 80] ▶P.444

Captive Heart

Physical Attack	826	Price and Initial	39440 85
Magic Attack	798	Level Lowest Price	27608 90
Primary Attribute		Sell Value	13804

Obtainable Weapon Shop [Level 85] ▶P.444
Method -

Ryū Rintovurum

Physical Atk	869	Price and Initial	43580 90
Magic Atk	840	Level Lowest Price	30506 95
Attribute	—	Sell Value	15253

Obtain Weapon Shop [Level 90] ▶P.444
Method -

BC Rod

Physical Attack	813	Price and Initial	47950 95
>Magic Attack	882	Level Lowest	33565 100
Attribute	—	Sell Price	16782

Acquisition Weapons Shop [Level 95] ▶P.444
Method—

Bazaar Whip

Physical ATK	941	Price and Initial	51,610 100
Magic ATK	907	Level Cheapest	907 Level Cheapest
Elemental		Sell Price	18,063

Obtain Weapon Shop [Level 100] ▶P.444
Method -

Princess Staff Plumiere

Physical Attack	955	Price and Initial	— —
>Magic Attack	925	Level Cheapest	— —
Attribute	—	Sell Price	765

Acquisition Method 028 Pink Cute I tem — ▶P.332

Cat Toy

Physical Atk	350	Price Initial	— —
Magic Atk	850	Level Lowest Price	— —
Attribute	—	Selling Price	—

Acquisition [062 Arena [EX Character (Elise)]] ▶P.354
Method—

Magic Wand Toregatoria ※

Physical Attack	670	Price Initial	— —
Magic Attack	730	Level Lowest Price	— —
Attribute	—	Sell Value	—

Obtain Attrega [100%] ▶P.461
Method -

※ When the Golden Magic Swordsman is defeated, its true power is unlocked, and its physical and magical attack increase according to the number of enemies defeated (P.383).

細剣（ローエン）

Estoc

Physical ATK	146	Price and Initial	1990 11
Magic ATK	182	Level Cheapest	1393 16
Element	—	Sell Value	696

Obtain Weapon Shop [Level 11] ▶P.442
Method -

Lionmouche

Physical Attack	485	Price and Initial	3010 16
Magic Atk	228	Level Cheapest	2107 21
Attribute	—	Sell Value	1053

Acquisition Weapon Shop [Level 16] ▶P.443
Method -

Aloy Blade

Physical Attack	323	Price and Initial	4220 21
Magic Attack	273	Level Cheapest	2954 26
Attribute		Sale Value	1477

Acquirable at Weapon Shop [Level 21] ▶P.443
Method -

Tourbillon

Physical Attack	262	Price and Initial	5650 26
Magic Attack	319	Level Cheapest	3955 31
Attribute		Sell Price	1977

Acquisition Weapon Shop [Level 26] ▶P.443
Method —

Epee

Physical Atk	300	Price Initial	7260 31
Magic Atk	364	Level Lowest	5082 36
Attribute	—	Sell value	2541

Obtain Weapon Shop [Level 31] ▶P.443
Method -

Jutte

Physical Attack	338	Price and Initial	9090 36
Magic Attack	410	Level Lowest	6363 41
Element	—	Sell value	3181

Obtain Weapon Shop [Level 36] ▶P.443
Method—

Abeille

Physical Atk	377	Price and Initial	11110 41
Magic Atk	455	Level Lowest Price	7777 46
Attribute	—	Selling Price	3888

Obtain Weapon Shop [Level 41] ▶P.443
Method—

Thorn Rapier

Physical Attack	415	Price and Initial	13350 46
Magic Attack	501	Level Cheapest	9345 51
Main Attribute	—	Sell Price	4672

Obtain Weapon Shop [Level 46] ▶P.443
Method -

Vortex Flume

Physical ATK 454 Price and Initial 15790 51
Magic ATK 546 Level Lowest 11053 56
Attributes — Sell Price 5526

Obtainable at Weapon Shop [Level 51] ▶P.443
Method -

Vasser Harpoon

Physical ATK 492 Price (initial) 18,440 56
Magic ATK 592 Level Cheapest 12,908 61
Element Water Sell Value 6454

Acquisition Weapon Shop [Level 56] ▶P.443
Method -

Arachnobite

Physical Attack 530 Price and Initial 21260 61
Magic Atk 637 Level Cheapest 14882 66
Attribute — Sell Price 7441

Acquire Weapon Shop [Level 61] ▶P.444
Method —

Blood Sacrificer

Physical Attack 568 Price and Initial 24310 66
Magic Attack 683 Level Lowest 17017 71
Attribute — Sale Value 8508

Acquisition Weapon Shop [Level 66] ▶P.444
Method -

Hero's Sword

Physical Attack 607 Price and Initial 27570 71
Magic Atk 728 Level Cheapest 19299 76
Attribute — Sell value 9649

Obtain Weapon Shop [Level 71] ▶P.444
Method -

Steward's Sword

Physical Atk 645 price and Initial 31020 76
Magic Atk 774 level lowest price 21714 81
Element — selling value 10857

Obtain Weapon Shop [Level 76] ▶P.444
Method -

Gorgon Gaze

Physical ATK 684 Price and Initial 34680 81
Magic ATK 819 Level Cheapest 24276 86
Element 0 Sell Value 12138
0 Sell Value 12138

Acquisition Weapon Shop [Level 81] P.444 ▶
Method -

Royal Rapier

Physical ATK 722 Price (initial) 38,540 86
Magic ATK 865 Level Cheapest 26978 91
Element — Sell Price 13489

Obtainable Weapon Shop [Level 86] ▶P.444
Method -

Noble Horn

Physical Atk 760 Price and Initial 42590 91
Magic Atk 910 Level Cheapest 29813 96
Attribute Sell Price 14906

Acquisition Weapon Shop [Level 91] ▶P.444
Method -

Crystaros

Physical Attack 799 Price and Initial 46890 96
Magic Attack 956 Level Cheapest 32823 100
Attribute Sell Price 16411

Acquire Weapon Shop [Level 96] ▶P.444
Method -

Bestowed Sword Patrieitor

Physical Attack 823 Price and Initial 50440 100
Magic Atk 983 Level Lowest — —
Attribute — Sale Value 17654

Obtain Weapon Shop [Level 100] ▶P.444
Method -

Pointer Rod

"Physical Attack 500 Price Initial — —
Magic Atk 700 Level Cheapest — —
Attribute — Selling Price —

Obtained SA 062 Arena [EX Character (Loewen)] ▶P.354
Method —

Screaming Demon Blade Melandetora ※

Physical Attack 600 Price Initial — —
"Magic Atk 770 Level Cheapest — —
Attribute — Sell Value —

Acquisition Melanbron [100%] ▶P.482
Method -

※ When the Golden Magic Swordsman is defeated, its true power is unlocked, and its physical and magical attack increase according to the number of enemies defeated (P.383).

War Staff

Physical Attack 224 Price と 初期 3100 17
Magic Atk 201 Level Cheapest 2170 22
Attribute — Sell Price 1085

Acquisition Weapon Shop [Level 17] ▶P.443
Method -

Red Shaft

Physical Attack 271 Price and Initial 4370 22
Magic Atk Level 242 Cheapest 3059 27
Attribute Sell Price 1529

Obtain Weapon Shop [Level 22] ▶P.443
Method -

Windhitter

Physical Attack 348 Price and Initial 5840 27
Magic Atk 282 Level Cheapest 4088 32
Attribute Sell value 2044

Acquisition Weapon Shop [Level 27] ▶P.443
Method -

Silver Rod

Physical Attack 354 Price and Initial 7490 32
Magic Attack 322 Lowest Level 5243 37
Attribute — Sell Price 2621

Obtain Weapon Shop [Level 32] ▶P.443
Method -

Golden Cudgel · Vermilion Blossom

Physical ATK	411	Price and Initial	9390 37
Magic Atk	362	Level Lowest	6573 42
Attribute	—	Sell Price	3286

Obtainable Weapon Shop [Level 37] ▶P.443
Method -

Bison Bat

Physical ATK	457	Price and Initial	11490 42
Magic ATK	403	Level Lowest	8043 47
Attributes	—	Sale Value	4021

Acquire [Weapon Shop [Level 42] ▶P.443
Method -

Light Ore Rod · Cotton Feather

Physical Attack	604	Price Initial	13800 47
Magic Atk	443	Level Lowest	9660 52
Attribute	—	Sell Value	4830

Acquisition Weapon Shop [Level 47] ▶P.443
Method -

Fountain Rod

Physical Attack	451	Price and Initial	16320 52
Magic Attack	483	Level Lowest	11424 57
Attribute		Sell value	5712

Obtain Weapon Shop [Level 52] ▶P.443
Method -

Flint Ball

Physical Attack	528	Price and Initial	19050 57
Magic Atk	523	Level Cheapest	13335 62
Attribute		Sell Price	6667

Obtained Weapon Shop [Level 57] ▶P.443
Method -

Rune Staff

Physical Attack	643	Price and initial	21990 62
Magical Attack	564	Level lowest	15393 67
Attribute	—	Sell value	7696

Acquire Weapons Shop [Level 62] ▶P.444
Method -

Hanumanshaft

Physical Attack	690	Price and Initial	25140 67
Magic Atk	604	Level Cheapest	17598 72
Attribute	—	Sell Price	8799

Acquire Weapon Shop [Level 67] ▶P.444
Method -

Mithril Rod

Physical Attack	737	price and initial	28510 72
Magic Atk	644	level cheapest	19957 77
Attribute	—	sell price	9978

Obtainable at Weapon Shop [Level 72] ▶P.444
Method -

Shoplifting Rod · Star Soil

Physical ATK	784	Price and Initial	32080 77
Magic ATK	684	Level Lowest	22456 82
Attribute	B	Sell Value	11228

Obtain Weapon Shop [Level 77] ▶P.444
Method -

Vetter Shaft

Physical ATK	830	Price Initial	35880 82
Magic ATK	725	Level Lowest	25116 87
Attribute		Sell Price	12558

Obtain Weapon Shop [Level 82] ▶P.444
Method -

Lineheights

Physical Atk	877	Price and Initial	39880 87
Magic Atk	765	Level Lowest	27916 92
Attribute	—	Sell value	13958

Obtain Weapon Shop [Level 87] ▶P.444
Method -

Painting Shadow Staff · Dark Brush

Physical ATK	923	price and initial	44070 92
Magic ATK	805	Level Cheapest	30849 97
Element	M	Sell Price	15424

Acquire Weapon Shop [Level 92] ▶P.444
Method -

Jukei Staff · Tamashi (Jukei Staff · Tamashi)

Physical Attack	970	Price Initial	48490 97
Magic Attack	845	Level Cheapest	33943 100
Attribute	—	Sell Price	16971

Acquisition Weapon Shop [Level 97] ▶P.444
Method -

Tenkken Hammer Solreina

Physical Attack	1000	Price and initial	52200 100
Magic Atk	869	Level lowest	— —
Attribute	Light	Sell Value	18270

Obtain Weekly Weapon Shop [Level 100] ▶P.444
Method -

Must steal! Give it to me, nya♥

Physical Atk	750	Price and Initial	— —
Magic Atk	450	Level Cheapest	— —
Attribute	—	Sell Price	—

Acquisition Sa 062 Arena [EX Character (Reia)] ▶P.354
Method -

Chant Demon Rod Pādoṣṭante※

Physical Atk	740	price initial	— —
Magical Attack	700	Level Cheapest	— —
Element	—	Sell Value	—

Obtainable Lopard [100%] ▶P.486
Method -

※ When the Golden Magic Swordsman is defeated, its true power is unlocked, and its physical and magical attack increase according to the number of enemies defeated (P.3

Leather Helm

Physical Defense	41	Price and Initial	310 1
Magic Defense	43	Level Cheapest	— —
Element	—	Sell Value	108

Acquisition Armor Shop [Level 1] ▶P.445
Method —

Iron Sallet

Physical Defense	64	Price and Initial	630 6
Magic Defense	66	Level Cheapest	441 11
Element	—	Selling Price	220

Acquisition Armor Shop [Level 6] ▶P.445
Method —

Bronze Helm

Physical Defense	87	Price Initial	1080 11
Magic Defense	89	Level Cheapest	756 16
Element	—	Selling Price	378

Acquisition Armor Shop [Level 11] ▶P.445
Method Kijiru Sea Waterfall ▶P.174

Ahmet Helm

Physical Defense	110	Price Initial	1630 16
Magic Defense	113	Level Lowest	1141 21
Element	—	Selling Price	570

Acquisition Armor Shop [Level 16] ▶P.445
Method —

Silver Helm

Physical Defense	133	Price Initial	2290 21
Magic Defense	136	Level Cheapest	1603 26
Attribute	—	Selling Price	801

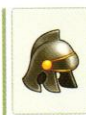
Acquisition Armor Shop [Level 21] ▶P.445
Method Gandara Fortress ▶P.206

Safety Helm

Physical Defense	156	Price and Initial	3070 26
Magic Defense	160	Level Cheapest	2149 31
Element	—	Selling Price	1074

Acquisition Armor Shop [Level 26] ▶P.445
Method Fergana Mine ▶P.219

Duel Helm



Physical Defense	179	Price and Initial	3970 31
Magic Defense	183	Level Cheapest	2779 36
Element	—	Sell Value	1389

Acquisition Armor Shop [Level 31] ▶P.446
Method -

Fire Helm

Physical Defense	203	Price and Initial	4970 36
Magic Defense	206	Level Cheapest	3479 41
Attribute Four	30% selling price		1739

Acquisition Armor Shop [Level 36] ▶P.446
Method -

Nightmare Helm

Physical Defense	225	Price and Initial	6070 41
Magic Defense	229	Level Cheapest	4249 46
Element	—	Sell Value	2124

Obtainable Armor Shop [Level 41] ▶P.446
Method -

Mithril Helm

Physical Defense	248	Price and Initial	7290 46
Magic Defense	Level 252	Cheapest	5103 51
Element	—	Sell Value	2551

Obtainable at Armor Shop [Level 46] ▶P.446
Method -

Gothic Helm

Physical Defense	272	Price Initial	8650 51
Magic Defense	276	Level Lowest	6055 56
Element	—	Sell Value	3027

Acquisition Armor Shop [Level 51] ▶P.446
Method -

Demon Helm

Physical Defense	295	Price and Initial	1011056
Magic Defense	299	Level Cheapest	7077 61
Element	—	Sell Value	3538

Acquisition Armor Shop [Level 56] ▶P.446
Method -

Sacred Helm

Physical Defense	318	Price and Initial	11660 61
Magic Defense	322	Level Cheapest	8162 66
Element	—	Selling Price	4081

Obtain Armor Shop [Level 61] ▶P.446
Method Voyage Ship Jilnitra ▶P.277

Golden Helm

Physical Defense	341	Price and Initial	13350 66
Magic Defense	346	Level Cheapest	9345 71
Element	—	Sell Value	4672

Acquisition Armor Shop [Level 66] ▶P.447
Method -

Helmet (Male)

Dragon Helm

Physical Defense 364 Price and Initial 15130 71
Magic Defense 369 Level Cheapest 10591 76
Element — 50% Sell Price 5295
Acquisition Armor Shop [Level 71] ▶P.447
Method -

Rare Helm

Physical Defense 387 Price and Initial 17030 76
Magic Defense 392 Level Cheapest 11921 81
Element — Selling Price 5960
Acquisition Armor Shop [Level 76] ▶P.447
Method -

General Helm

Physical Defense 410 Price and Initial 19050 81
Magic Defense 416 Level Cheapest 13335 86
Element — Sell Value 6667
Acquisition Armor Shop [Level 81] ▶P.447
Method -

Glorious Helm

Jude

Physical Defense 433 Price and initial 21180 86
Magic Defense 439 Level cheapest 14826 91
Attributes: 50% Selling Price 7413
Acquisition Armor Shop [Level 86] ▶P.447
Method -

Star Helm

Physical Defense 457 Price and Initial 2346091
Magic Defense 463 Level Cheapest 16422 96
Element — Sell Value 8211
Acquisition Armor Shop [Level 91] ▶P.447
Method —

Lightning Helm

Jude

Physical Defense 480 Price and Initial 2581096
Magic Defense 486 Level Cheapest 18067 100
Attribute 30% selling price 9033
Acquisition Armor Shop [Level 96] ▶P.448
Method -

The Black Helm

(Alvin)

Physical Defense 494 Price and Initial 27800 100
Magic Defense 501 Level Cheapest — —
Attribute • 80% selling price 9730
Obtain Armor Shop [Level 100] ▶"P.448"
Method -

Hat (Male)

Knit Cap

Physical Defense 18 Price Initial 290 1
Magic Defense 62 Level Cheapest — —
Element — Selling Price 101
Acquisition Armor Shop [Level 1] ▶P.445
Method —

Round Bullet

Physical Defense 28 Price Initial 610 5
Magic Defense Level 96 Cheapest 427 10
Element 30% selling price 213
Acquisition Armor Shop [Level 5] ▶P.445
Method -

Fine Beret

Physical Defense 39 Price and Initial 1030 10
Magic Defense 130 Level Cheapest 721 15
Element 30% selling price 360
Obtain Armor Shop [Level 10] ▶P.445
Method -

Sharpka

Physical Defense 49 Price and Initial 1560 15
Magic Defense 164 Level Cheapest 1092 20
Element — Selling Price 546
Obtain Armor Shop [Level 15] ▶P.445
Method -

Silver Hat

Physical Defense 59 Price and Initial 2190 20
Magic Defense 198 Level Cheapest 1533 25
Element — Selling Price 766
Acquisition Armor Shop [Level 20] ▶P.445
Method Barmia Gorge ▶P.199

Hunting Bullet

Physical Defense 69 price Initial 2930 25
Magic Defense Level 232 Cheapest 2051 30
Element — Sell Value 1025
Obtain at Armor Shop [Level 25] ▶P.445
Method -

Cowboy Hat

Physical Defense 80 Price Initial 3780 30
Magic Defense 266 Level Cheapest 2646 35
Element — Sell Value 1323
Obtain at Armor Shop [Level 30] ▶P.446
Method -

Green Beret

Physical Defense 90 Price and Initial 4730 35
Magic Defense 299 Level Cheapest 3311 40
Attribute 0 50% Sell Price 1655
Obtain Armor Shop [Level 35] ▶P.446
Method -

Earth Cap

Physical Defense 100 Price Initial 5790 40
Magic Defense 334 Level Cheapest 4053 45
Attribute ① 50% Sell Price 2026

Acquisition Armor Shop [Level 40] ▶P.446
Method Orda Palace ▶P.249

Aclaim Hat

Physical Defense 110 Price and Initial 6950 45
Magic Defense 367 Level Cheapest 4865 50
Element — Sell Value 2432

Acquisition Armor Shop [Level 45] ▶P.446
Method -

Exile Hat

Physical Defense 121 Price and Initial 8260 50
Magic Defense 402 Level Cheapest 5782 55
Element — Selling Price 2891

Obtain Armor Shop [Level 50] ▶P.446
Method

Tiger Cap

Physical Defense 131 Price and Initial 9620 55
Magic Defense 435 Level Cheapest 6734 60
Element — Sell Value 3367

Obtain Armor Shop [Level 55] ▶P.446
Method

Happy Hat

Physical Defense 141 Price and Initial 11110 60
Magic Defense 469 Level Lowest 7777 65
Element — Selling Price 3888

Acquisition Armor Shop [Level 60] ▶P.446
Method —

Doctor Cap

Jude

Physical Defense 152 Price and Initial 12730 65
Magic Defense 503 Level Cheapest 8911 70
Element — Selling Price 4455

Obtain From Armor Shop [Level 65] ▶P.447
Method -

Hero Hat

Physical Defense 162 Price and Initial 14430 70
Magic Defense 537 Level Cheapest 10101 75
Element — Sell Value 5050

Acquisition Armor Shop [Level 70] ▶P.447
Method Helioborg Base ▶P.309

Streak Hat

Physical Defense 172 Price and Initial 16230 75
Magic Defense 570 Level Cheapest 11361 80
Element — Sell Value 5680

Acquisition Armor Shop [Level 75] ▶P.447
Method -

Viking Hat

Physical Defense 182 Price and Initial 18160 80
Magic Defense 605 Level Cheapest 12712 85
Attribute • 80% Sell Value 6356

Obtain Armor Shop [Level 80] ▶P.447
Method -

Fighting Cap

Physical Defense 193 Price and Initial 20180 85
Magic Defense 638 Level Cheapest 14126 90
Attribute Four 80% selling price 7063

Acquisition Armor Shop [Level 85] ▶P.447
Method -

Wizard's Hat

Physical Defense 203 Price and Initial 22350 90
Magic Defense 673 Level Cheapest 15645 95
Attribute ① 100% Sell Value 7822

Acquisition Armor Shop [Level 90] ▶P.447
Method -

Divine Beret

Physical Defense 213 Price and Initial 24560 95
Magic Defense 706 Level Lowest 17192 100
Element 100% Sell Value 8596

Obtain Armor Shop [Level ▶P.447
Method —

Tactics Beret

Lowen

Physical Defense 220 Price and Initial 26470 100
Magic Defense 728 Level Cheapest — —
Attribute 25% Sell Price 9264

Obtain Armor Shop [Level 100] ▶"P.448"
Method

Iron Circlet

Physical Defense	32 Price and 初期	310	1
Magic Defense	Level 51 Cheapest	—	—
Attribute	—	Sell Value	108

Acquisition Armor Shop [Level 1] ▶P.445
Method -

Bronze Circlet

Physical Defense	Level 50 Price Initial	630	6
Magic Defense	Level 78 Cheapest	441	11
Element	—	Selling Price	220

Acquisition Armor Shop [Level 6] ▶P.445
Method —

Headdress

Physical Defense	68 Price and Initial	1060	11
Magic Defense	105 Level Lowest	742	16
Element	—	Sell Value	371

Acquisition Armor Shop [Level 11] ▶P.445
Method —

Silver Circlet

Physical Defense	85 Price and Initial	1590	16
Magic Defense	133 Level Cheapest	1113	21
Element	—	Selling Price	556

Acquisition Armor Shop [Level 16] ▶P.445
Method -

cat headband

Physical Defense	104 price Initial	2270	21
Magic Defense	161 level cheapest	1589	26
"Attribute	—	Sell Value	794

Acquisition Armor Shop [Level 21] ▶P.445
Method Gandara Fortress ▶P.209

Mirage Crest

Physical Defense	121 price and initial	3010	26
Magic Defense	Level 189 Cheapest	2107	31
Element	—	Sell Value	1053

Acquisition Armor Shop [Level 26] ▶P.445
Method —

Turtle Crest

Physical Defense	139 Price and Initial	3890	31
Magic Defense	Level 216 Cheapest	2723	36
Element	—	Selling Price	1361

Acquisition Armor Shop [Level 31] ▶P.446
Method -

Wind Crest

Physical Defense	158 Price and Initial	4880	36
Magic Defense	243 Level Cheapest	3416	41
Attribute •	50% Sell Price		1708

Acquisition Armor Shop [Level 36] ▶P.446
Method -

Rune Circlet

Physical Defense	175 Price and Initial	5960	41
Magic Defense	271 Level Lowest Price	4172	46
Element	15% Sale Price		2086

Acquisition Armor Shop [Level 41] ▶P.446
Method Orda Palace ▶P.250

Mithril Circlet

Physical Defense	Price 193 and Initial	7150	46
Magic Defense	Level 298 Cheapest	5005	51
Element	—	Sell Value	2502

Acquisition Armor Shop [Level 46] ▶P.446
Method -

Holy Circlet

Physical Defense	211 Price and Initial	8480	51
Magic Defense	326 Level Lowest	5936	56
Element	—	Sell Value	2968

Obtain Armor Shop [Level 51] ▶P.446
Method -

Angel Circlet

Physical Defense	229 Price and Initial	9920	56
"Magic Defense	354 Level Cheapest	6944	61
"Attribute	—	Sell Value	3472

Acquisition Armor Shop [Level 56] ▶P.446
Method -

Gold Circlet

Physical Defense	247 price and initial	11450	61
Magic Defense	381 level cheapest	8015	66
Element	—	Selling Price	4007

Obtain Armor Shop [Level 61] ▶P.446
Method —

Platinum Circlet

Physical Defense	265 Price and Initial	13090	66
Magic Defense	409 Level Cheapest	9163	71
Element	—	Sell Value	4581

Acquisition Armor Shop [Level 66] ▶P.447
Method -

Queen Circlet

Mira

Physical Defense	283 Price and Initial	14850	71
Magic Defense	436 level cheapest	10395	76
Attribute Water	60% Sell Price		5197

Obtain Armor Shop [Level 71] ▶P.447
Method —

Rare Circlet

Physical Defense	301 Price and Initial	16700	76
Magic Defense	Level 463 Cheapest	11690	81
Element	—	Sell Value	5845

Obtain Armor Shop [Level 76] ▶P.447
Method —

Moon Circlet

Leia

Physical Defense 319 Price and Initial 18700 81
Magic Defense 491 Level Cheapest 13090 86
Attribute ① 70% Selling Price 6545
Acquire Armor Shop [Level 81] P.447
Method —

Shining Veil

Mira

Physical Defense 384 price and initial 25,300 96
Magic Defense 574 level cheapest 17,710 100
Element 40% Sell Price 8855
Acquire Armor Shop [Level 96] P.448
Method —

Sol Circlet

Physical Defense 337 price and initial 20,800 86
Magid Defense 519 level cheapest 14,560 91
Attribute: 70% sell price 7280
Obtained at National Armor Shop [Level 86] P.447
Method -

Innocent Crest

Leia

Physical Defense 873 price and initial 27260 100
Magic Defense Level 592 Cheapest — —
Attribute • 100% Sell Price 9541
Obtained at Armor Shop [Level 100] "P.448"
Method -

Elemental Circlet

Physical Defense 355 Price and Initial 23010 91
Magic Defense Level 547 Cheapest 16107 96
Element 15% Sale Price 8053
Obtainable Armor Shop [Level 91] P.447
Method -

Ribbon

Physical Defense 9 Price and Initial 260 1
Magic Defense 62 Level Cheapest — —
Primary Attribute — Sell Value 91
Acquire Armor Shop [Level 1] P.445
Method -

Striped Ribbon

Physical Defense 35 Price and Initial 2610 25
"Magic Defense Level 232 Cheapest 1827 30
"Attribute — Sell Value 913
Obtain Armor Shop [Level 25] P.445
Method -

Pretty Ribbon

Physical Defense 14 Price and Initial 540 5
Magic Defense 96 Level Cheapest 378 10
Attribute — Sell Value 189
Acquire Armor Shop [Level 5] P.445
Method -

Elemental Ribbon

Physical Defense 40 Price and Initial 3350 30
"Magic Defense 266 Level Cheapest 2345 35
Element 15% sell value 1172
Obtain Armor Shop [Level 30] P.446
Method -

Green Ribbon

Physical Defense 19 Price and Initial 910 10
Magic Defense Level 130 lowest 637 15
Attribute 0 30% sell value 318
Acquire National Defense Armor Shop [Level 10] P.445
Method -

Aqua Ribbon

Physical Defense 45 Price and Initial 4180 35
Magic Defense 299 Level Cheapest 2926 40
Attribute: Water 50% Sell Value 1463
Obtain Armor Shop [Level 35] P.446
Method -

Check Ribbon

Physical Defense 24 Price and Initial 1370 15
Magic Defense 164 Level Cheapest 959 20
Element — Selling Price 479
Obtain Armor Shop [Level 15] P.445
Method -

White Ribbon

Physical Defense 50 Price Initial 5130 40
Magic Defense 334 Level Cheapest 3591 45
Element 50% Sell Price 1795
Obtain Armor Shop [Level 40] P.446
Method -

Celebrity's Ribbon

Physical Defense 30 Price and Initial 1950 20
Magic Defense Level 198 Cheapest 1365 25
Attribute — Sell Value 682
Acquire Armor Shop [Level 20] P.445
Method Vermia Gorge P.199

Magical Ribbon

Physical Defense 55 Price and Initial 6150 45
Magic Defense Level 367 Cheapest 4305 50
Element — Selling Price 2152
Obtain Armor Shop [Level 45] P.446
Method -

Gothic Ribbon

Physical Defense 60 Price and Initial 7310 50
Magic Defense 402 Level Cheapest 5117 55
Element – Selling Price 2558
Acquisition Method Armor Shop [Level 50] P.446

Muffler Ribbon

Physical Defense 66 Price and Initial 8510 55
Magic Defense 435 Level Lowest 5957 60
Element – Selling Price 2978
Acquisition Method Armor Shop [Level 55] P.446

Phoenix Ribbon

Physical Defense 71 Price and Initial 9840 60
Magic Defense 469 Level Lowest 6888 65
Attribute 2 70% Selling Price 3444
Acquisition Armor Shop [Level 60] P.446
Method Traveling Ship Jirnitra P.278

Heaven's Ribbon

Physical Defense 76 Price and Initial 11250 65
Magic Defense 503 Level Cheapest 7875 70
Element – Sell Value 3937
Acquisition Armor Shop [Level 65] P.447
Method –

Maxwell Ribbon

Mira

Physical Defense 81 Price and Initial 12760 70
Magic Defense 537 Level Cheapest 8932 75
Element 25% Sell Price 4466
Acquisition 1 Armor Shop [Level 70] P.447
Method –

Weird Ribbon

Physical Defense 86 Price and Initial 14340 75
Magic Defense 570 Level Cheapest 10038 80
Element – Sell Value 5019
Acquisition Armor Shop [Level 75] P.447
Method –

Black Ribbon

Physical Defense 91 Price and Initial 16060 80
Magic Defense 605 Level Lowest 11242 85
50% Sell Price
Attribute ① 5621
Obtain Armor Shop [Level 80] P.447
Method

Ancient Cloth

Physical Defense 96 Price and Initial 17830 85
Magic Defense 638 Level Lowest 12481 90
Element – Sell Value 6240
Acquisition Armor Shop [Level 85] P.447
Method -

Moon Ribbon

Leia

Physical Defense 102 Price and Initial 19780 90
Magic Defense 673 Level Lowest 13846 95
Attribute • 80% selling price 6923
Acquisition Armor Shop [Level 90] P.447
Method -

Princess Ribbon

Physical Defense 107 Price and Initial 2173095
Magic Defense 706 Level Cheapest 15211 100
Attribute: Water 40% Sell Price 7605
Acquisition Armor Shop [Level 95] P.447
Method -

Rose Ribbon

Elise

Physical Defense 110 Price and Initial 23410100
Magic Defense 728 Level Cheapest – –
Attribute 40% Sell Price 8193
Acquisition Armor Shop [Level 100] "P.448"
Method -

Leather Guard

Physical Defense	77	Price and Initial	340 1
Magic Defense	Level 12	Cheapest	— —
Element	—	Sell Value	119

Acquire Method — Armor Shop [Level 1] ▶P.445

Lamella Guard

Physical Defense	121	Price and Initial	680 2
Magic Defense	Level 18	Cheapest	476 7
Element	—	Sell Value	238

Obtain Method — Armor Shop [Level 2] ▶P.445

Half Guard

Physical Defense	164	Price and Initial	1140 7
Magic Defense	24	Level Cheapest	798 12
Element	—	Selling Price	399

Acquisition Method — Armor Shop [Level 7] ▶P.445

Iron Guard

Physical Defense	207	Price and Initial	1740 12
Magic Defense	Lowest at Level 31		1218 17
Element	—	Selling Price	609

Obtain Method — Armor Shop [Level 12] ▶P.445

Chain Guard

Physical Defense	252	price initial	2460 17
Magic Defense	37	level cheapest	1722 22
Element	—	Sell Value	861

Obtain Method — Armor Shop [Level 17] ▶P.445

Breast Guard

Physical Defense	295	Price and Initial	3290 22
Magic Defense	Level 44	Cheapest	2303 27
Element	—	Selling Price	1151

Obtain Method — Armor Shop [Level 22] ▶P.445

Battle Guard

Physical Defense	338	Price Initial	4250 27
Magic Defense	50	Level Cheapest	2975 32
Element	—	Sell Value	1487

Acquire Method — Armor Shop [Level 27] ▶P.445
Riverry 岂孔 ▶P.235

Silver Guard

Physical Defense	383	Price and Initial	5330 32
Magic Defense	Level 56	Cheapest	3731 37
Attribute	—	Sell Value	1865

Acquisition Method - Armor Shop [Level 32] ▶P.446

Mighty Guard

Physical Defense	426	Price and Initial	6540 37
Magic Defense	Level 63	Cheapest	4578 42
Element	—	Sell Value	2289

Obtainable at Armor Shop [Level 37] ▶P.446
Method -

Mithril Guard

Physical Defense	469	Price and Initial	7850 42
Magic Defense	69	Level Cheapest	5495 47
Element	—	Selling Price	2747

Acquire Armor Shop [Level 42] ▶P.446
Method -

Gothic Guard

Physical Defense	513	Price and Initial	9280 47
Magic Defense	Lowest at Level 75		6496 52
Element	—	Sell Value	3248

Obtain: Armor Shop [Level 47] ▶P.446
Method -

Phoenix Guard

Jude

Physical Defense	557	price and initial	10880 52
Magic Defense	82	level cheapest	7616 57
Element	30%	sell price	3808

Acquisition Armor Shop [Level 52] ▶P.446
Method -

Diamond Guard

Physical Defense	600	Price Initial	12530 57
Magic Defense	Level 88	Cheapest	8771 62
Element	—	Sell Value	4385

Obtain Armor Shop [Level 57] ▶P.446
Method -

Platinum Guard

Physical Defense	644	Price Initial	14340 62
Magic Defense	94	Level Cheapest	10038 67
Element	—	Selling Price	5019

Acquisition: Armor Shop [Level 62] ▶P.446
Method: Ni-Akeria Spiritual Mountain ▶P.287

Light Armor (Jude/Reia)

Elemental Guard

Physical Defense 688 Price and Base 16290 67
Magic Defense 101 Level Cheapest 11403 72
Element Fire Water 25% Sell Price 5701
Acquire Armor Shop [Level 67] P.447
Method —

Princess Guard — Leia

Physical Defense 732 price and initial 18340 72
Magic Defense 107 level cheapest 12838 77
Attribute 30% selling price 6419
Obtain Armor Shop [Level 72] P.447
Method —

Rare Protector

Physical Defense 775 price and initial 20,490 77
Magic Defense 113 level cheapest 14,343 82
Element — Sell Value 7171
Acquire Armor Shop [Level 77] P.447
Method -

Glorious Guard — Jude

Physical Defense 863 price and initial 22,810 82
Magic Defense 120 level cheapest 15,967 87
Element 70% Selling Price 7983
Acquire Armor Shop [Level 82] P.447
Method —

Moon Guard — Leia

Physical Defense 819 Price and Base 25220 87
Magic Defense 126 Level Cheapest 17654 92
Attribute ① 70% Selling Price 8827
Acquire Armor Shop [Level 87] P.447
Method -

Lightning Guard — Jude

Physical Defense 933 price と 初期 27740 92
Magic Defense 132 level cheapest 19418 97
Attribute 30% selling price 9709
Obtain Armor Shop [Level 92] P.447
Method —

Innocent Guard — Leia

Physical Defense 906 price and initial 29,890 100
Magic Defense 137 level cheapest — —
Element 100% Sell Value 10461
Obtain Armor Shop [Level 100] "P.448"
Method —

Coat (Mira/Loen)

Trench Coat

Physical Defense 63 Price Initial 320 1
Magic Defense 23 Level Cheapest — —
Element — Selling Price 112
Acquire ■ Armor Shop [Level 1] P.445
Method -

Leather Coat

Physical Defense 99 Price and Initial 660 3
Magic Defense 36 Level Cheapest 462 8
Element — Sell Value 231
Acquire Armor Shop [Level 3] P.445
Method -

Feather Coat

Physical Defense 135 Price Initial 1120 8
Magic Defense 49 Level Cheapest 784 13
Attribute Mouth 50% Sell Price 392
Obtain Armor Shop [Level 8] P.445
Method —

Hard Coat

Physical Defense 171 Price and Initial 1700 13
Magic Defense 62 Level Cheapest 1190 18
Element — Selling Price 595
Acquire Armor Shop [Level 13] P.445
Method Samangan Arboreal Realm P.190

Long Coat

Physical Defense 207 Price and Initial 2390 18
Magic Defense 74 Level Cheapest 1673 23
Element — Sell Value 836
Acquire Armor Shop [Level 18] P.445
Method Gandara Fortress P.209

Silver Coat

Physical Defense 243 Price Initial 3210 23
Magic Defense 87 Level Cheapest 2247 28
Element — Sell Value 1123
Acquire Armor Shop [Level 23] P.445
Method -

Elven Coat

Physical Defense 279 Price Initial 4140 28
Magic Defense 100 Level Cheapest 2898 33
Element — Selling Price 1449
Acquire Armor Shop [Level 28] P.445
Method -

Splash Dress — Mira

Physical Defense 315 Price Initial 5190 33
Magic Defense 112 Level Cheapest 3633 38
Attribute: Water 70% Selling Price 1816
Obtain Armor Shop [Level 33] P.446
Method -

Rune Coat

Physical Defense 351 Price and Initial 9370 38
Magic Defense 125 Level Cheapest 4459 43
Element 25% Sell Price 2229

Acquire Armor Shop [Level 38] P.446
Method —

Mithril Coat

Physical Defense 386 Price and Initial 7650 43
Magic Defense 138 Level Lowest 5355 48
Attribute — Selling Price 2677

Acquire Armor Shop [Level 43] P.446
Method —

Gothic Cardigan

Physical Defense 423 Price and Initial 9070 48
Magic Defense 151 Level Lowest 6349 53
Element — Sell Value 3174

Acquire Armor Shop [Level 48] P.446
Method Noor Scorch Cave P.267

Bloody Coat

Physical Defense 459 Price and Initial 10580 53
Magic Defense 163 Level Cheapest 7406 58
Attribute. 70% Selling Price 3703

Acquire Armor Shop [Level 53] P.446
Method —

Holy Coat

Physical Defense 494 Price and Initial 12210 58
Magic Defense 176 Level Cheapest 8547 63
Element — Selling Price 4273

Obtain Armor Shop [Level 58] P.446
Method -

Queen Coat

Mira

Physical Defense 531 Price and Initial 14000 63
Magic Defense Level 189 Lowest Price 9800 68
Attribute 30% selling price 4900

Acquire Armor Shop [Level 63] P.447
Method —

Hero Coat

Loewen

Physical Defense 566 Price and Initial 15840 68
Magic Defense Level 201 Lowest Price 11088 73
Attribute: Water 30% selling price 5544

Acquire Armor Shop [Level 68] P.447
Method —

Chritan Coat

Physical Defense 603 Price Initial 17860 73
Magic Defense 214 Level Lowest 12502 78
Element — Sell Value 6251

Obtain Armor Shop [Level 73] P.447
Method -

Rare Coat

Physical Defense 638 Price Initial 19970 78
Magic Defense 227 Level Lowest 13979 83
Element — Selling Price 6989

Obtain Armor Shop [Level 78] P.447
Method -

Vermilion

Physical Defense 674 Price and Initial 22180 83
Magic Defense 239 Level Cheapest 15526 88
Element — Sell Value 7763

Obtain Armor Shop [Level 83] P.447
Method —

Duality

Physical Defense 711 Price and Initial 24560 88
Magic Defense 252 Level Cheapest 17192 93
Element — Sell Value 8596

Obtain Armor Shop [Level 88] P.447
Method —

Shining Coat

Mira

Physical Defense 746 Price and Initial 2701093
Magic Defense 265 level Cheapest 18907 98
Element 25% Sell Value 9453

Obtain Armor Shop [Level 93] P.447
Method -

Tactics Coat

Lowen

Physical Defense 769 Price and Initial 29110 100
Magic Defense 273 Level Cheapest — —
Attribute 40% Sell Price 10188

Obtain Armor Shop [Level 100] "P.448"
Method -

Hardmail

Physical Defense	86	Price and Initial	340 1
Magic Defense	4	Level Cheapest	— —
Attribute	—	Selling Price	119

Acquire Method: Armor Shop [Level 1] ▶P.445

Lamella Leather

Physical Defense	135	Price and Initial	680 4
Magic Defense	Level 6	Cheapest	476 9
Element	—	Selling Price	238

Obtain Method: Armor Shop [Level 4] ▶P.445

Iron Mail

Physical Defense	183	Price and Initial	1170 9
Magic Defense	8	Level Cheapest	819 14
Element	—	Sell Value	409

Acquire Method: Armor Shop [Level 9] ▶P.445

Chain Mail

Physical Defense	232	price initial	1760 14
Magic Defense	level 10	cheapest	1232 19
Element	—	Selling Price	616

Acquire Method: Armor Shop [Level 14] ▶P.445

Sprint Mail

Physical Defense	281	Price and Initial	2500 19
Magic Defense	Level 12	Cheapest	1750 24
Attribute	—	Selling Price	875

Acquire Method: Armor Shop [Level 19] ▶P.445 Gandara Fortress ▶P.206

Battle Suit

Physical Defense	330	price and base	3350 24
Magic Defense		price and base	3350 24
	Level 15	cheapest	2345 29
Attribute	—	sell value	1172

Acquire Method: Armor Shop [Level 24] ▶P.445

Knight Armor

Physical Defense	378	price initial	4330 29
Magic Defense	17	level cheapest	3031 34
Main Attribute	30%	selling price	1515

Acquire Method: Armor Shop [Level 29] ▶P.445

Silver Mail

Physical Defense	Price	428 and Initial	5440 34
Magic Defense	Level 19	Cheapest	3808 39
Attribute	—	Selling Price	1904

Acquire Method: Armor Shop [Level 34] ▶P.446

Runemail

Physical Defense	476	Price and Initial	6640 39
Magic Defense	21	Level Cheapest	4648 44
Element	Fire Water	15% Sale Price	2324

Obtain Method: Armor Shop [Level 39] ▶P.446

Mithril Plate

Physical Defense	524	Price and Initial	7970 44
Magic Defense	23	Level Cheapest	5579 49
Element	—	Selling Price	2789

Acquisition Method: Armor Shop 1 [Level 44] ▶P.446

Gothic Plate

Physical Defense	674	Price and Initial	9470 49
Magic Defense	25	Level Cheapest	6629 54
Element	—	Sell Value	3314

Acquisition: Armor Shop [Level 49] ▶P.446
Method: Kukuru Ice Cavern ▶P.263

Full Plate

Physical Defense	622	price initial	11050 54
Magic Defense	level 27	cheapest	7735 59
Main Attribute	—	Sell Value	3867

Obtain Method: Armor Shop [Level 54] ▶P.446

Absolutely

Physical Defense	671	Price and Initial	12750 59
Magic Defense	Level 29	Cheapest	8925 64
Element	—	Selling Price	4462

Acquire Method: Armor Shop [Level 59] ▶P.446

Reflex

Physical Defense	720	price and base	14600 64
Magic Defense	Level 31	cheapest	10220 69
Element	—	Sell Value	5110

Obtain Method: Armor Shop [Level 64] ▶P.447

Gold Armor

Physical Defense	769	price and initial	16580 69
Magic Defense	34	level cheapest	11606 74
Element	—	sell value	5803

Obtain Method: Armor Shop [Level 69] ▶P.447

Dragon Mail

Physical Defense	Price	818 and Initial	18670 74
Magic Defense	Level 36	Cheapest	13069 79
Attribute Four	50%	Sell Price	6534

Obtainable at Armor Shop [Level 74] ▶P.447
Method -

Armor (Alvin)

Rare Plate

Physical Defense	866	Price and Initial	20860 79
Magic Defense	38	Level Lowest	14602 84
Element	–	Sell Value	7301

Acquir Armor Shop [Level 79] ▶P.447
Method -

Ocean Blue

Physical Defense	915	Price and Initial	23200 84
Magic Defense	40	Level Lowest	16240 89
Main Attribute •	100%	Sell Price	8120

Obtain Armor Shop [Level 84] ▶P.447
Method -

Deep Crimson

Physical Defense	964	Price and Initial	25670 89
Magic Defense	Level 42	Lowest	17969 94
Attribute Four	100%	Sell Price	8984

Acquir Armor Shop [Level 89] ▶P.447
Method -

Mam Vane

Physical Defense	1013	Price and Initial	28230 94
Magic Defense	44	Level Lowest	19761 99
Attribute: ①	50%	Sell Price	9880

Acquir Armor Shop [Level 94] ▶P.447
Method —

The Black Mail

Physical Defense	1043	Price and Initial	30430 100
Magic Defense	Level 46	Cheapest	– –
Attribute: ①	200%	Sell Price	10650

Obtain at Armor Shop [Level 100] ▶"P.448"
Method -

Clothes (Elise)

Silk Cloak

Physical Defense	116	Price and Initial	1110 9
Magic Defense	Level 65	Cheapest	777 14
Attribute	–	Selling Price	388

Acquisition ■ Armor Shop [Level 9] ▶P.445
Method -

Feather Cloak

Physical Defense	146	Price and Initial	1670 14
Magic Defense	82	Level Cheapest	1169 19
Attribute Day	30%	selling price	584

Obtain Armor Shop [Level 14] ▶P.445
Method

Cocktail Dress

Physical Defense	178	Price Initial	2360 19
Magic Defense	99	Level Cheapest	1652 24
Element	–	Sell Value	826

Obtain Armor Shop [Level 19] ▶P.445
Method –

Silver Cloak

Physical Defense	208	Price and Initial	3150 24
Magic Defense	116	Level Cheapest	2205 29
Element	–	Sell Value	1102

Acquisition Armor Shop [Level 24] ▶P.445
Method -

Midi Blouse

Physical Defense	239	Price and Initial	4080 29
Magic Defense	133	Level Cheapest	2856 34
Element	–	Sell Value	1428

Acquir Armor Shop [Level 29] ▶P.445
Metho Libery Rock Hole ▶P.236

Magical Tunic

Physical Defense	270	Price and Initial	5100 34
Magic Defense	150	Level Cheapest	3570 39
Element	–	Sell Value	1785

Acquir Armor Shop [Level 34] ▶P.446
Method -

Rune Cloak

Physical Defense	201	Price and Initial	6260 39
Magic Defense	167	Level Cheapest	4382 44
Element	Fire Water	15%	Sell Value 2191

Obtain at Armor Shop [Level 39] ▶P.446
Method -

Mithril Cloak

Physical Defense	331	Price Initial	7510 44
Magic Defense	184	Level Cheapest	5257 49
Attribute 0	50%	Sell Price	2628

Obtain at Armor Shop [Level 44] ▶P.446
Method -

Gothic Dress

Physical Defense	362	Price Initial	8900 49
Magic Defense	201	Level Cheapest	6230 54
Attribute	–	Sell Value	3115

Acquisition ■ Armor Shop [Level 49] ▶P.446
Method -

Elder Cloak

Physical Defense	393	Price Initial	10380 54
Magic Defense	218	Level Cheapest	7266 59
Element	–	Selling Price	3633

Obtain Armor Shop [Level 54] ▶P.446
Method -

Witch Dress

Physical Defense 424 Price and Initial 11990 59
Magic Defense 234 Level Cheapest 8393 64
Element — Sell Value 4196
Acquire Armor Shop [Level 59] P.446
Method -

Warlock Cloak

Physical Defense 578 Price and Initial 21790 84
Magic Defense 319 Level Cheapest 15253 89
Attribute — Top-up 7626
Acquisition Armor [Level 84] P.447
Method —

Platinum Cloak

Physical Defense 455 Price Initial 13740 64
Magic Defense 252 Level Lowest 9618 69
Element — Sell Value 4809
Acquisition Armor Shop [Level 64] P.447
Method Ni-Akelia Sacred Mountain P.287

Moon Cloak

Physical Defense 609 Price and Initial 24110 89
Magic Defense 336 Level Lowest 16877 94
Attribute Mind 80% selling price 8438
Obtain Armor Shop [Level 89] P.447
Method -

Elemental Cloak

Physical Defense 485 Price and Initial 15550 69
Magic Defense 268 Level Cheapest 10885 74
Attribute 25% Sell Price 5442
Obtain Armor Shop [Level 69] P.447
Method -

Mirage Cloak

Physical Defense 640 Price Initial 26530 94
Magic Defense 353 Level Cheapest 18571 99
Attribute Four 80% selling price 9285
Obtain Armor Shop [Level 94] P.447
Method —

Misty Cloak

Physical Defense 517 Price and Initial 17540 74
Magic Defense 285 Level Cheapest 12278 79
Attribute • 50% Sell Price 6139
Obtainable at Armor Shop [Level 74] P.447
Method -

Rose Dress

Physical Defense 659 Price and Initial 28570 100
Magic Defense 364 Level Cheapest — —
Element Wind 40% Sell Price 9999
Acquire Armor Shop [Level 100] "P.448"
Method —

Rare Cloak

Physical Defense 547 Price and Initial 19590 79
"Magic Defense 302 level cheapest 13713 84
| Attribute — Selling Price 6856
Acquire Armor Shop [Level 79] P.447
Method —

TOPICS Can become invulnerable to elemental attacks

When an elemental resistance reaches +101% or more, you can absorb that element. Some equipment grants resistance to all elements, and simply equipping the items listed in the table below will raise all elemental resistances by +45%. If allies who have this state and skills like "Earth Guard" set link with each other, the reduction rate becomes +105%, allowing absorption of all elements. It is difficult to meet the conditions, but give it a try.

Carry over accessories for New Game Plus
Up to three players when played
Can absorb all elements.

Main ways to obtain all-element resistance

Type Name	Elemental resistance	Notes
Head Armor Elemental Circlet	15%	Can only be equipped by female characters
Accessory Elemental	30%	Only one can be obtained per playthrough
Skills such as Earth Guard	30%×2(60%)	Two characters set up all six elements and form a link

Accessories

Poison Charm

Effect Prevents poison status with a 50% probability

price Initial	2000	9	Selling Price 500
Level Cheapest	1400	19	

Acquisition Accessory Shop [Level 9] ▶"P.448"
Method Greater Demosh [100%] ▶P.462

Link Check

The effect completely prevents the Link-disabled state

Price Initial	5000	36	Sell Value 1250
Level Cheapest	3500	46	

Acquisition Accessory Shop [Level 36] ▶P.449
Method -

Poison Check

Effect Completely prevents the Poisoned status

Price and Initial 5000 32
Level Cheapest 3500 42
Selling Price 1250

Acquisition | Accessory Shop [Level 32] ▶"P.448"
Method -

Mind Charm

Effect: Prevents mental contamination status with a 50% probability

Price Initial	2000	19	Selling Price 500
Level Cheapest	1400	29	

Acquisition Accessory Shop [Level 19] ▶P.448
Method King's Hunting Grounds ▶P.233

Seal Charm

Effect Prevents sealed status with a 50% chance

Price and Initial	2000	12	Selling Price 500
Level Cheapest	1400	22	

Acquisition Accessory Shop [Level 12] ▶"P.448"
Method Barmia Gorge ▶P.197

Mind Check

Effect: Completely prevents mental contamination status

Price and Initial	5000	34	Sell Value 1250
Level Lowest	3500	44	

Acquisition Accessory Shop [Level 34] ▶P.448
Method -

Seal Check

Effect Completely prevents sealed status

Price and Initial 5000 33
Level Lowest 3500 43
Sell Value 1250

Obtainable Decor Shop [Level 33] ▶P.448
Method Hammer's Arm (2) [75%] ▶P.474

Piyohan

Effect Prevents stunned status with a 50% chance. However, excludes stun caused by fear

Price and Initial	1000	2	Sell Price 250
Level Lowest	700	12	

Acquisition Accessory Shop [Level 2] ▶P.448
Method Garry Passage ▶P.172

Stone Charm

Effect Prevents petrification status with a 50% probability

Price and Initial 2000 24
Level Cheapest 1400 34
Sell Price 500

Acquisition Accessory Shop [Level 24] ▶"P.448"
Method Libery Rock Hole ▶P.235

Piyonon

Effect Completely prevents the stunned state. However, stuns caused by fear are excluded.

Price and Initial 3000 31
Level Lowest 2100 41
Sell Value 750

Acquisition Accessory Shop [Level 31] ▶P.448
Method Sa 046 Rondo's Memory ① ▶P.335

Stone Check

Effect: Completely prevents petrification status

Price Initial 5000 35
Level Cheapest 3500 45
Sell Value 1250

Obtainable Decor Shop [Level 35] ▶P.449
Method

World Check

Effect Prevents all status ailments with a 50% chance

Price and Initial 17000 67
Level Cheapest 11900 77
Sell value 4250

Obtainable Decor Shop [Level 67] ▶P.449
Method -

Link Charm

Effect Prevents the unlinked (cannot link) state with a 50% chance

Price Initial 2000 17
Level Cheapest 1400 27
Selling Price 500

Acquisition Accessory Shop [Level 17] ▶P.448
Method Lacrum Road ▶P.225

Amulet

Effect Completely prevents all status ailments

Price and Initial 34000 69
Level Cheapest 23800 79
Sell value 8500

Obtainable: Decor Shop [Level 69] ▶P.449
Method Travel Ship Jilnitra ▶P.278

Heal Bangle

an e — Effect Recovers 5% of maximum HP each time nemy is defeated

Price Initial 3000 3
Level Cheapest 2100 13
Sell Value 750

"Acquisition: ccessory Shop [Level 3] ▶P.448
Metho Kijiru Sea Waterfall ▶P.174

Miracle Bangle

effect — Every time you defeat an enemy, 5% of maximum HP and TP Recovers 3% of the maximum value

Price and Initial 7000 57
Level Cheapest 4900 67
Sell Value 1750

Acquisition Accessory Shop [Level 57] ▶P.449
Method Treasure - Irat Passage (Spirit World) ▶P.297

Mental Bangle

Effect — Recover 3% of TP maximum value each time an enemy is defeated
Recovery

Price Initial 3000 56
Level Cheapest 2100 66
Selling Price 750

Acquisi Accessory Shop [Level 56] ▶P.449
Metho Aqua Dragon 2 [100%] ▶P.454

Dark Seal

Effect: — Earned EXP is multiplied by 1.5, but received damag becomes doubled

Price Initial 9000 70
Level Cheapest 6300 80
Selling Price 2250

Acquisi ccessory Shop [Level 70] ▶P.449
Metho Ni-Akelia Sacred Mountain ▶P.287

Feat Symbol

Effect Physical Attack +10%

Price and Initial 7000 44
Level Lowest 4900 54
Sell Value 1750

Acquisition ccessory Shop [Level 44] ▶P.449
Metho Alvin [100%] ▶P.455

Demon's Seal

Effect — Gained EXP is doubled, but you becom e afflicted with all status ailments except petrification

Price and Initial 17000 82
Level Lowest 11900 92
Sale value 4250

Acquisi ccessory Shop [Level 82] ▶P.449
Metho Magna Zero ▶P.371

Magic Mark

Effect Magic Attack +5%

Price and Initial 3000 7
Level Lowest 2100 17
Sell Value 750

Acquisition: Accessory Shop [Level 7] ▶"P.448"
Metho Barnaul Road ▶P.246

Misty Mark

Effect: Casting time reduced by 20%

Price and initial: 17000 73
Level lowest price: 11900 83
Selling Price 4250

Acquisition ccessory Shop [Level 73] ▶P.449
Metho Musée (1) [100%] ▶P.481

Magic Symbol

Effect Magic Attack +10%

Price Initial 7000 43
Level Cheapest 4900 53
Selling Price 1750

Acquisition Accessory Shop [Level 43] ▶P.449
Method -

Misty Symbol

Effect Casting time is reduced by 30%

Price and Initial 28000 88
Level Lowest 1960098
Selling Price 7000

Acquisi ccessory Shop [Level 88] ▶P.449
Metho Magna Zero ▶P.374

Protect Mark

Effect Physical Defense +5%

Price and Initial 3000 6
Level Lowest 2100 16
Selling Price 750

Acquisition Accessory Shop [Level 6] ▶P.448
Metho Kijiru Sea Waterfall ▶P.174

Knights Symbol

Effect Critical Rate +3%

Price Initial 3000 28
Level Cheapest 2100 38
Selling Price 750

Acquisition: Accessory Shop [Level 28] ▶"P.448"
Metho Wingal (1) [100%] ▶P.457

Protect Symbol

Effect Physical Defense +10%

Price Initial 7000 42
Level Cheapest 4900 52
Selling Price 1750

Obtain At Accessory Shop [Level 42] ▶P.449
Metho Lusaru Road ▶P.314

Feat Mark

Effect: Physical Attack +5%

Price Initial 3000 8
Level Cheapest 2100 18
Sell Value 750

Acquisition: Accessory Shop [Level 8] ▶P.448
Metho Samangan Road ▶P.186

Resist Mark

Effect: Magic Defense +5%

Price Initial 3000 4
Level: Lowest 2100 14
Sell Value 750

Acquisition: Accessory Shop [Level 4] ▶"P.448"
Metho Voyage Ship Jilnitra ▶P.277

Symbol

Resist Symbol

Effect: Magic Defense +10%

price Initial 7000 41 — Sell Value 1750

Level Minimum price 4900 51

Acquisition: ■Accessory Shop [Level 41] ▶P.449

Location Method: Helio Borg Base ▶P.309

Holy Symbol

Effect: In battle, recovers 3% of maximum HP approximately every 2 seconds

Price and Initial 12000 46 — Sell value 3000

Level Cheapest 8400 56

Acquisition: Accessory Shop [Level 46] ▶P.449

Method: Presa (1) [100%] ▶P.478

Mental Symbol

Effect: In battle: Approximately every 2 seconds, TP increases by 3% of the (each) amount

Price and Initial 14000 55 — Selling Price 3500

Level Minimum price 9800 65

Acquisition: Accessory Shop [Level 55] ▶P.449

Method: Sa 117 Jude's Substitute Examination ② ▶P.350

Clona Symbol

Effect: Prevents all status ailments and status changes

Price and Initial 46000 98 — Sell value 11500

Level Cheapest 41400 100

Acquisition: Accessory Shop [Level 98] ▶P.449

Method: 099 Inventor King ▶P.346

Ring

Might Ring

Effect Strength +10%

price Initial 5000 27 — Sell Value 1250

Level Lowest 3500 37

Acquisition: Accessory Shop [Level 27] ▶"P.448"

Method: Fire Tegal [100%] ▶P.475

Gigas Sling

Effect Strength +15%

price Initial 7000 65 — Selling Price 1750

Level Lowest Price 4900 75

Acquisition: Accessory Shop [Level 65] ▶P.449

Method: Magna Zero ▶P.373

Stamina Ring

Effect: Vitality +10%

Price and Initial 5000 26 — Sell Value 1250

Level Cheapest 3500 36

Acquisition: Accessory Shop [Level 26] ▶P.448

Method: Jiao (2) [100%] ▶P.465

Toughness Ring

Effect Vitality +15%

Price Initial 7000 64 — Selling Price 1750

Level Cheapest 4900 74

Acquisition: Accessory Shop [Level 64] ▶P.449

Method: Wyvern [100%] ▶P.486

Quick Ring

Effect Agility +10%

Price Initial 5000 25 — Selling Price 1250

Level Cheapest 3500 35

Obtain: Accessorie Shop [Level 25] ▶"P.448"

Method: Wingal (2) [100%] ▶P.457

Agility Ring

Effect Agility +15%

price Initial 7000 63 — Sell Price 1750

Level Lowest 4900 73

Acquisition: ■Accessorie Shop [Level 63] ▶P.449

Method: Ival (2) [100%] ▶P.456

Dexterity Ring

Effect Dexterity +10%

Price and Initial 5000 22 — Selling Price 1250

Level Lowest 3500 32

Acquisition: Accessory Shop [Level 22] ▶"P.448"

Method: Alda Palace ▶P250

Art Ring

Effect: Dexterity +15%

Price Initial 7000 62 — Sell Value 1750

Level Cheapest 4900 72

Acquisition: Accessory Shop [Level 62] ▶P.449

Method: Magna Zero ▶P.377

Intelligence Ring

Effect: Intelligence +10%

Price Initial 5000 18 — Sell Value 1250

Level Cheapest 3500 28

Acquisition: Accessory Shop [Level 18] ▶P.448

Method: Arcand Marsh ▶P.255

Wisdom Ring

Effect Intelligence +15%

Price Initial 700061 — Sell Price 1750

Level Cheapest 4900 71

Acquisition: Accessory Shop [Level 61] ▶P.449

Method: Agria (2) [100%] ▶P.454

Heart Ring

Effect Spirit +10%

Price and Initial 5000 14 — Sell Value 1250

Level Cheapest 3500 24

Acquisition: Accessory Shop [Level 14] ▶P.448

Method: Presa (2) [100%] ▶P.478

Soul Ring

Effect: Spirit +15%

Price Initial 7000 59 — Sell Value 1750

Level Lowest 4900 69

Acquisition: Accessorie Shop [Level 59] ▶P.449

Method: Preza (3) [100%] ▶P.479

Resume Ring

effect: When rendered incapacitated, there is a 10% chance that Automatically revives

Price and Initial 9000 66 / Level Cheapest 6300 76 — Sell Value 2250

Acquisition: Accessory Shop [Level 66] ▶P.449

Method: —

Emerald Ring

Effect: Skill TP consumption is reduced to two-thirds

Price and Initial 22000 Level 76 / Cheapest 15400 Level 86 — Sell Value 5500

Acquisition: Accessory Shop [Level 76] ▶P.449

Method: Magna Zero ▶P.379

Fairy Ring

Effect: Skill TP consumption is halved

Price and Initial 46000 84 / Level Cheapest 32200 94 — Sell Value 11500

Acquisition: Accessory Shop [Level 84] ▶P.449

Method: Seisei no To (2) ▶P.319

Risky Ring

Effect: Skill TP consumption becomes 1, but received damage is doubled

Price and Initial 34000 Level 96 / Cheapest 28900 Level 100 — Sell Value 8500

Acquisition: Accessory Shop [Level 96] ▶P.449

Method: -

Garnet

Effect 50%

Price Initial 9000 48 / Level Cheapest 6300 58 — Sell Value 2250

Acquisition: Accessory Shop [Level 48] ▶P.449

Method: Fire Tigr [70%] ▶P.475

Amethyst

Effect 50%

Price Initial 9000 54 / Level Cheapest 6300 64 — Sell Value 2250

Acquisition: Accessory Shop [Level 54] ▶P.449

Method: Nahtigal [80%] ▶P.472

Aquamarine

Effect 50%

Price and Initial 9000 49 / Level Cheapest 6300 59 — Selling Price 2250

Acquisition: Accessory Shop [Level 49] ▶P.449

Method: Celsius [100%] ▶P.468

Elemental

効果: 30%

Price and Initial — — / Level Cheapest — — — Sell Value 8500

Acquisition: Maxwell [100%] ▶P.480

Method: -

Opal

Effect 50%

Price Initial 9000 51 / Level Cheapest 6300 61 — Sell Value 2250

Acquisition: Accessory Shop [Level 51] ▶P.449

Method: Pterabronc [100%] ▶P.477

Black Onyx

Effect: Max HP +30%

Price and Initial 6000 37 / Level Cheapest 4200 47 — Selling Price 1500

Acquisition: Shop Accessory Shop [Level 37] ▶P.449

Method: Nahtigal [100%] ▶P.472

Ruby

Effect 50%

price Initial 9000 52 / Level Cheapest 6300 62 — Selling Price 2250

Acquisition: Accessory Shop [Level 52] ▶P.449

Method: Jao (2) [100%] ▶P.465

Moonstone

Effect: Max TP +30%

Price Initial 6000 58 / Level Cheapest 4200 68 — Selling Price 1500

Obtain: Accessory Shop [Level 58] ▶P.449

Method: 031 World Shape ① ▶P.332

Diamond

Effect 50%

Price Initial 9000 53 / Level Cheapest 6300 63 — Sell Value 2250

Acquisition: Accessory Shop [Level 53] ▶P.449

Method: -

Alexandrite

Effect: Max HP +25% / Max TP +25%

Price and Initial 11000 71 / Level Cheapest 7700 81 — Sell Value 2750

Acquisition: Accessory Shop [Level 71] ▶P.449

Method: Volt [100%] ▶P.458

Exceed

Effect: Max AC +1

Price and Initial 34000 75
Level Cheapest 23800 85
Sell Value 8500

Acquisition: Accessory Shop [Level 75] ▶P.449
Method: Magna Zero ▶P.373

Zexeed

Effect: Max AC +2

Price and Starting 57000 100
Level Cheapest — —
Selling Price 14250

Acquisition: Accessory Shop [Level 100] ▶P.449
Method Sa 024 Jet-Black Feather ② ▶P.330

Link Up

Effect: Resonance skill gauge becomes 30% easier to increase

Price and Initial 17000 78
Level Cheapest 11900 88
Sale value 4250

Acquisition: Accessory Shop [Level 78] ▶P.449
Method: Celsius [100%] ▶P.468

Link Long

Effect: Overlimits duration is extended by 2 seconds

Price and Initial 17000 80
Level Cheapest 11900 90
Sell Price 4250

Acquisition: Accessory Shop [Level 80] ▶P.449
Method: Jiland [100%] ▶P.466

Sephira

Effect: Gald obtained is multiplied by 1.5

Price and Initial 11,000 47
Level Cheapest 7,700 57
Sell Value 2750

Obtained from Accessory Shop [Level 47] ▶P.449
Method: Zaira Forest ▶P.269

Blue Sephira

Effect: Gald obtained is doubled

Price and Initial 23000 77
Level Cheapest 16100 87
Selling Price 5750

Acquisition: Accessory Shop [Level 77] ▶P.449
Method: Tatar Netherpit ▶P.390

Reverse Doll

Effect: When incapacitated, it automatically revives, but The effect is lost once activated

Price Starting 3000 38
Level Cheapest 2100 48
Sell Value 750

Acquisition: From Accessory Shop [Level 38] ▶P.449
Method: National Travel Ship Jirunitra ▶P.278

Monocle

Effect: When the equipped character defeats an enemy, item drop rate increases by 15%

Price and Initial 11000 39
Level Cheapest 7700 49
Sell Price 2750

Acquisition: Accessory Shop [Level 39] ▶P.449
Method: Treasure Torubaran Road ▶P.307

Hunter's Monocle

effect: When the equipped character defeats an enemy, item drop rate increases by 30%

Price and Initial 23,000 74
Level Cheapest 16,100 84
Selling Price 5750

Acquisition: Accessory Shop [Level 74] ▶P.449
Method: Torubaran Road ▶P.307

Cloak

Effect: Physical Defense +20 / Magic Defense +10

Price and Initial 1,000 1
Level Cheapest 700 11
Selling Price 250

Acquisition: Accessory Shop [Level 1] ▶P.448
Method: Rafort Research Institute ▶P.162

Leather Mantle

Effect: Physical DEF +40 / Magic DEF +20

Price and initial 2000 5
Level Cheapest 1400 15
Sell Price 500

Obtained: Accessory Shop [Level 5] ▶"P.448"
Method: Ni-Akeria Approach ▶P.179

Sheaves Mantle

Effect: Physical Defense+60 / Magic Defense+30

Price Initial 3000 15
Level Cheapest 2100 25
Sell Value 750

Obtained: Accessory Shop [Level 15] ▶"P.448"
Method: Volteer Forest Path ▶P.215

Paladin Mantle

Effect: Physical Defense +100 / Magic Defense +100

Price and Initial 9000 45
Level Cheapest 6300 55
Sale value 2250

Acquisition: Accessory Shop [Level 45] ▶P.449
Method: Kizil Sea Waterfall (Spirit Realm) ▶P.292

Flare Mantle

Effect: Physical DEF +30 / Magic DEF +60 / 30%

Price Initial 7000 23
Level Cheapest 4900 33
Sell Value 1750

Obtained: Accessory Shop [Level 23] ▶P.448
Method: Nohl Scorch Cave ▶P.267

Aqua Mantle

Effect: Physical Defense+30 / Magic Defense+60 / Water 30%

Price Initial 7000 21
Level Cheapest 4900 31
Sell Value 1750

Acquisition: Accessory Shop [Level 21] ▶P.448
Method: Kukuru Ice Cavern ▶P.263

Cloak

Wind Mantle

Effect: Physical DEF +30 / Magic DEF +60 / 30%

Price and Initial 7000 11
Level Cheapest 4900 21
Sell Value 1750

Acquisition: Accessory Shop [Level 11] ▶P.448
Method: Vermia Gorge ▶P.199

Earth Mantle

Effect: Phys DEF +30 / Mag DEF +60 / 30%

Price and Initial 7000 13
Level Lowest 4900 23
Sell Value 1750

Acquisition: Accessory Shop [Level 13] ▶P.448
Method: Fergana Mine ▶P.217

Light Mantle

Effect: Physical DEF +30 / Magic DEF +60 / 30%

Price and Initial 7000 29
Level Cheapest 4900 39
Sell Price 1750

Acquisition: Accessory Shop [Level 29] ▶P.448
Method: Mon Plateau ▶P.239

Dark Mantle

Effect: Physical DEF +30 / Magic DEF +60 / 30%

Price and Initial 7000 16
Level Lowest 4900 26
Sell Price 1750

Acquisition: Accessory Shop [Level 16] ▶P.448
Method: Olda Palace ▶P.249

Element Mantle

Effect: Physical DEF +30/Magical DEF +60/ #00000015%

Price and Initial 17000 68
Level Cheapest 11900 78
Sell Value 4250

Acquisition: Accessory Shop [Level 68] ▶P.449
Method: Magna Zero Area 11 ▶P.374

The Red Mantle

Effect: Phys DEF +100 / Mag DEF +50 / 火風光200%／水氷雷−100%

Price and Initial 17000 92
Level Cheapest 12750 100
Sell Value 4250

Acquisition: Accessory Shop [Level 92] ▶P.449
Method: Gandara Fortress Defense Golem 1 [100%] ▶P.461

The Blue Mantle

Effect: Physical DEF +50 / Magic DEF +100 / 火風光200%／水氷雷−100%

Price and Initial 17000 94
Level Lowest 13600 100
Sell Value 4250

Acquisition: Accessory Shop [Level 94] ▶P.449
Method: Gandara Fortress Defense Golem 2 [100%] ▶P.461

Boots

Boots

Effect: Physical Defense +20 / Magical Defense +20 / Agility +20

Price and Initial 2000 1
Level Cheapest 1400 11
Selling Price 500

Acquisition: Accessory Shop [Level 1] ▶P.448
Method: Between Ilaat Path ▶P.167

Leather Boots

Effect: Physical Defense +30 / Magic Defense +30 / Agility +30

Price and Initial 5000 10
Level Cheapest 3500 20
Sell Value 1250

Acquisition: Accessory Shop [Level 10] ▶P.448
Method: —

Fine Boots

Effect: Physical DEF +40 / Magic DEF +40 / Agility +40

Price and Initial 7000 20
Level Cheapest 4900 30
Selling Price 1750

Acquisition: Accessory Shop [Level 20] ▶"P.448"
Method: Sandara Fortress ▶P.206

Iron Leggings

Effect: Physical Defense +50 / Magic Defense +50 / Agility +50

Price and Initial 9000 30
Level Cheapest 6300 40
Sell Value 2250

Acquisition: Accessory Shop [Level 30] ▶P.448
Method: Kukuru Ice Cavern ▶P.263

Silver Leggings

Effect: Physical Defense +60 / Magic Defense +60 / Agility +60

Price and Initial 11000 40
Level Cheapest 7700 50
Sell Value 2750

Obtainable at Accessory Shop [Level 40] ▶P.449
Method: -

Gold Leggings

Effect: Physical Defense +70 / Magical Defense +70 / Agility +70

Price Initial 14000 50
Level Lowest 9800 60
Sell Value 3500

Acquisition: Accessory Shop [Level 50] ▶P.449
Method: -

Rare Boots

Effect: Physical DEF +80 / Magic DEF +80 / Agility +90

Price and Initial 16000 60
Level Cheapest 1120070
Selling Price 4000

Obtainable Accessory Shop [Level 60] ▶P.449
Method: Rusaru Road ▶P.314

Persia Boots

Effect: Physical Defense +90 / Magic Defense +90 / Agility +120

Price and Initial 18000 72
Level Cheapest 12600 82
Sell Price 4500

Acquisition: Accessory Shop [Level 72] ▶P.449
Method: Magna Zero ▶P.379

Visual (Attachment)

Inumimi (Shiba)

Acquisition Method: Sa 072 Find the Villager ▶P.340

inumimi (Black)

Acquisition Method: Samangan Highway ▶P.186

usamimi (White)

Acquisition Method: 064 The Escaped Bu-Rabbit ▶P.339

Usamimi (black)

Acquisition Method: Samangan Arboreal Realm ▶P.189

Lord-style chonmage

Acquisition Method: King's Hunting Ground ▶P.233

Ahoge

Acquire Method: D08 Offering to Mira ▶P.327

Twin Tails

Acquisition Method: 041 The Supreme Topknot Master ▶P.334

Blindfold

Acquisition Method: 089 Cave Monster ▶P.344

Nasal discharge

Acquisition Method: Sa 010 Delicious Things ▶P.327

Baby Dragon

Acquisition Method: Kizil Sea Waterfall ▶P.174

Mira "Songstress" Bunny Ears

Acquisition Method: DLC ▶P.047

tarenekomimi

Acquisition Method: DLC ▶P.047

tareinumimi

Acquisition Method: DLC ▶P.047

tareusamimi

Acquisition Method: DLC ▶P.047

Bangs (right)

Acquisition Method: DLC ▶P.047

Bangs (left)

Acquisition Method: DLC ▶P.047

Bangs (EGG)

Acquisition Method: DLC ▶P.047

Front Bangs (ぱっつん)

Acquisition Method: DLC ▶P.047

Tepo Doll (Left Arm)

Acquisition Method: DLC ▶P.047

Tepo Doll (Right Foot)

Acquisition Method: DLC ▶P.047

Titan Doll (Head)

Acquisition Method: DLC ▶P.047

Hat

Acquisition Sa 023 Jet-Black Feather ① [Required Amount Reward Method (200 pieces)] ▶P.330

Silk Hat

Acquisition Method Sa 062 Arena [Lower-Rank Party Battle] ▶P.338

Ten-Gallon Hat

Acquisition Method Sa [illegible]na [Lower Rank Single Battle] ▶P.338

Tri-cornered Hat

Acquisition Method Orda Palace ▶P.250

Mini Silk Hat

Acquisition Method 074 The Mystery of Dodoria ▶P.341

Tiara

Acquisition Method [illegible] End of Term Comment ▶P.341

Earmuffs

Acquisition Method Survival Competition Sa 066 ▶P.339

Head Band of Restraint

Acquisition Method [illegible] a bargain!? ▶P.334

Frameless glasses

Acquisition Method Ni Akeria Approach ▶P.179

Half-frame glasses

Acquisition Method Voltea Forest Path ▶P.215

Full-frame glasses

Acquisition Method Zaira Forest ▶P.269

False Nose Glasses

Acquisition Method Liberty Cavern ▶P.235

Spiral Glasses

Acquisition Method Sa 035 Mineral Collector ▶P.333

Wailing Glasses

Acquisition Method Sa 027 Melancholic Merchant ▶P.331

Laughing Glasses

Acquisition Method Talas Road ▶P.201

Anger Glasses

Acquisition Method Baikal Abandoned Mine ▶P.387

Sunglasses (Standard)

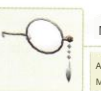
Acquisition Method Sa 020 Delivery to the Inn ▶P.329

Sunglasses (Colored Frame)

Acquisition Method Lakorumu Road ▶P.225

Sunglasses (Classic)

Acquisition Method 019 The Skilled Bounty Hunter ▶P.329



Monocle

Acquisition Method Torubaran Highway ▶P.307

Eyepatch (Heart)

Acquisition Method Seirai Cold Plain ▶P.265

Eyepatch (Tsuba)

Acquisition Method Tourai Cold Plain ▶P.260

Dog Face (Shiba)

Acquisition Method SA 005 Fruit Merchant ▶P.326

Dog Face (Black)

Acquisition Method Sogd Marshway ▶P.386

Dog Tail (Shiba)

Acquisition Method Sa 078 Report Materials ▶P.342

Dog Tail (Black)

Acquisition Method: Treasure Kurama Passage ▶P.195

Angel's Halo

Acquisition Method: Sa 079 Message to the Fortress ▶P.342

Angel's Feather

Acquisition Method: Ni-Akeria Snowy Mountain ▶P.287

Demon's Feather

Acquisition Method: Barnaul Road ▶P.246

Devil's Tail

Acquisition Method: Treasure Arkand Wetlands ▶P.255

Harold's Mask

Acquisition Method: Heliopog Base ▶P.311

Partner Mask

Acquisition Method: Sa 050 Abnormal Exposure ▶P.336

Gentleman Mask (Kamen)

Acquisition Method: Sa104 Garii Huntin ▶P.347

Tengu Mask

Acquisition Method: Sa 048 Defeat the Thieves' Guild ▶P.335

Horn

Acquisition Method: Sa 055 Poacher Suppression ▶P.337

Hairpin

Acquisition Method: Sa Woman with a Shadow ▶P.329

Skullcap

Acquisition Method: Vermia Gorge ▶P.199

Thick Eyebrows

Acquisition Method: 006 Secret Recipe ▶P.327

Earring

Acquisition Method: Sa 073 In Search of Milk ▶P.341

Elf Ears

Acquisition Method: 009 Shrine Approach Monster ▶P.327

Sideburns

Acquisition Method: Mon Plateau ▶P.239

Adhesive Bandage

Acquisition Method: Garry Passage ▶P.172

Pipe

Acquisition Method: Sa102 Unseen Recipe ▶P.347

Type Red

Acquisition Method: Kukuru Ice Cavern ▶P.263

Collar

Acquisition Method: Rusal Highway ▶P.314

Backpack

Acquisition Method: Fergana Mine ▶P.217

Transformation Belt

Acquisition Method: Tatar Netherpit ▶P.389

Dagger with Belt

Acquisition Method: Sa 004 Miscalculation in Monster Slaying ▶P.326

Jude "Academy" Glasses

Acquisition Method: DLC ▶P.047

Alvin "School" Glasses

Acquisition Method DLC ▸P.047

Elise "School" Hat

Acquisition Method DLC ▸P.047

Elise "School" School Bag (Randoseru)

Acquisition Method DLC ▸P.047

Rowen "School" Glasses

Acquisition Method DLC ▸P.047

Rowen "School" Hat

Acquisition Method DLC ▸P.047

Leia "School" Glasses

Acquisition Method DLC ▸P.047

Jude "Swimsuit" Snorkel

Acquisition Method DLC ▸P.047

Jude "Swimsuit" Goggles

Acquisition Method DLC ▸P.047

Milla "Swimsuit" Hat

Acquisition Method DLC ▸P.047

Alvin "Swimsuit" Wristwatch

Acquisition Method DLC ▸P.047

Elise "Swimsuit" Float Ring

Acquisition Method DLC ▸P.047

Elise "Swimsuit" Mieu Doll

Acquisition Method DLC ▸P.047

Rowen "Swimsuit" Diving Helmet

Acquisition Method DLC ▸P.047

Leia "Swimsuit" Cap

Acquisition Method DLC ▸P.047

Mira "Maid" Headband

Acquisition Method DLC ▸P.047

Elise "Maid" Cap

Acquisition Method DLC ▸P.047

Reia "Maid" Headband

Acquisition Method DLC ▸P.047

Jude "Leon" Earrings

Acquisition Method DLC ▸P.047

Elise "Mint" Cap

Acquisition Method DLC ▸P.047

Jude "Cress" Longsword

Acquisition Method DLC ▸P.047

Mira "iM@S2" Headband

Acquisition Method DLC ▸P.047

Mira "Star Driver" Mask

Acquisition Method DLC ▸P.047

Alvin "Star Driver" Mask

Acquisition Method DLC ▸P.047

Elise "Star Driver" Mask

Acquisition Method DLC ▸P.047

Rowen "Star Driver" Mask

Acquisition Method DLC ▶P.047

Rowen "Star Driver" Eyepatch

Acquisition Method DLC ▶P.047

Mira "Songstress" Microphone

Acquisition Method DLC ▶P.047

Drooping Cat Tail

Acquisition Method DLC ▶P.047

Drooping Dog Tail

Acquisition Method DLC ▶P.047

Drooping Rabbit Tail

Acquisition Method DLC ▶P.047

Jude's Exclusive Hat

Acquisition Method DLC ▶P.047

Mila-only Hat

Acquisition Method DLC ▶P.047

Alvin Exclusive Hat

Acquisition Method DLC ▶P.047

Elise Exclusive Hat

Acquisition Method DLC ▶P.047

Rowen Exclusive Hat

Acquisition Method DLC ▶P.047

Leia Exclusive Hat

Acquisition Method DLC ▶P.047

Asbel's Sword

Acquisition Method DLC ▶P.047

Yuri's Sword

Acquisition Method DLC ▶P.047

Luke's Sword

Acquisition Method DLC ▶P.047

TOPICS Don't go overboard with outlandish fashion

Using the attachment editing feature, you can freely change size and position. This allows you to, for example, place a "Baby Dragon" that is normally attached to an arm or leg on your head, or enlarge a "Hat" so that it covers the head, letting you enjoy eccentric fashion. Changing a character's usual vibe can let you play the game with a fresh feeling. ..... However, if it's too outrageous, it will ruin serious scenes, so try it on a second playthrough or proceed with the appropriate resolve (?).

Not a single spirit will be ruled by someone like you!

Visual (Personal)

Hairstyle

List of Acquisition Methods

Type	How to obtain
Each character's "Default" Hairstyle	Obtain one hairstyle other than "Normal"
The "Hat" hairstyle for each character	Obtain attachment "Hat" (p.425), "Top Hat" (p.426), and "Stetson" (p.426) Obtain DLC attachment "~Hat"
Mila "Spirit" hairstyle	Clear the game in the Milla chapter
Various DLC hairstyles	Purchase the DLC costume of the same name

Jude "Normal" type]

"Jude "Hat" hairstyle]

Milla "Normal" hairstyle

Milla "Hat" hairstyle

[Milla "Spirit" hairstyle

"Alvin" "Normal" Hairstyle

"Alvin "Hat" hairstyle]

[Elise "Normal" Hairstyle]

Elise "Hat" Hairstyle

Rowen "Normal" type][Rowen "Hat" hairstyle]

[Leia "Normal" Hairstyle]

[Leia "Hat" hairstyle]

[Jude "Cress" Hairstyle]

DLC

Jude "Stardriver" Hairstyle

DLC

Jude "Swimsuit" Hairstyle

DLC

Jude "Butler" hairstyle]

DLC

[Jude "Academy" Hairstyle]

DLC

Jude "Leon" Hairstyle

DLC

[Milla "Stahn" Hairstyle]

DLC

[Milla "Songstress" Hairstyle]

DLC

[Milla "Stardriver" Hairstyle]

DLC

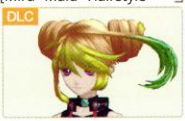
Mira "Idolmaster 2" hairstyle

DLC

[Mira "Swimsuit" hairstyle

DLC

[Mira "Maid" Hairstyle]



[Mira "School" hairstyle]

[Mira Aus type]

[Alvin "Stardra" hairstyle]

[Alvin "Swimsuit" Hairstyle]

[Alvin "Butler" Hairstyle]

[Alvin "School" Hairstyle]

"Alvin "Kratos" Hairstyle]

[Elise "Stardra" Hairstyle]

[Elise "iM@S2" Hairstyle]

"Elise "Swimsuit" Hairstyle]

[Elise "Maid" Hairstyle]

[Elise "School" Hairstyle]

[Elise "Mint" Hairstyle]

[Rowen "Stardra" Hairstyle]

[Rowen "Swimsuit" Hairstyle]

[Rohen "Butler" Type]

[Rohen "Academy" Hairstyle]

[Rohen "Barbatos" Hairstyle]

[Leia "Stardra" Hairstyle]

"Leia "Color Variation" Hairstyle]

"Leia "iM@S2" Hairstyle]

[Leia "Swimsuit" Hairstyle]

[Leia "Maid" Hairstyle]

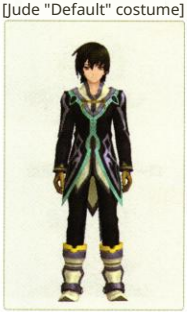
[Leia "School" Hairstyle]

[Leia "Fara" Hairstyle]

List of Acquisition Methods

Type	How to obtain
Each character's "Default" costume	Obtain costumes other than the "Default"
Jude "Trainee Doctor" costume	Clear the game with Jude's route
Mila "Spirit" outfit	Clear the game with Mira's route
Mira "Young Lady" costume	Subevent 023 "Jet-Black Feather ①" (P.330): the total number of Jet-Black Feathers handed over reaches 400
Alvin "Casual" costume	Subevent 023 "Jet-Black Feather ①" (P.330): the total number of Jet-Black Feathers handed over reaches 400
Various DLC costumes	Purchase from PlayStation®Store

[Jude "Default" costume]



[Jude "Resident" Outfit]

[Mira "Default" costume]

[Mira "Spirit" Costume]

[Mira "Young Lady" Costume]

[Alvin "Normal" Costume]

[Alvin "Casual" Costume]

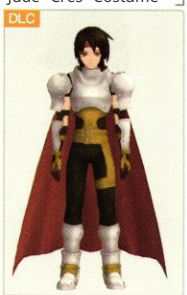
[Elise "Normal" Costume]

[Rowen "Normal" Costume]

[Leia "Normal" Costume]

"Jude "Cres" Costume]

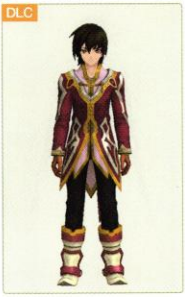
DLC



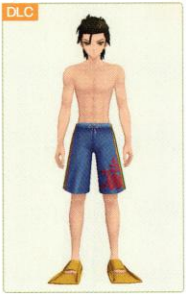
"Jude" "Studora" Costume]

DLC

[Jude "Color Variant" Outfit]
DLC



[Jude "Swimsuit" Outfit]
DLC



[Jude "Butler" Outfit]
DLC

[Jude "Academy" Outfit]
DLC

[Jude "Leon" Outfit]
DLC

[Mira "Stan" Outfit]
DLC

["Mira "Diva" Outfit]
DLC

[Mira "Stardra" Outfit]
DLC

[Mira "Color Variation" Costume]
DLC

[Mira "The Idolmaster 2" Costume]
DLC

[Mira "Swimsuit" Costume]
DLC

[Mira "Maid" Costume]
DLC

[Mira "School" Costume]
DLC

"Miraos" Costume
DLC

[Alvin "Stardra" Costume]
DLC

[Alvin "Color Variation" Costume]
DLC

Alvin "Swimsuit" Outfit
DLC

Alvin "Butler" Costume
DLC

Alvin "School" Costume
DLC

Alvin "Kratos" Outfit
DLC

Elise "Stadora" outfit
DLC

Elise "Color Variation" Costume
DLC

Elise "THE IDOLM@STER 2" Costume
DLC

Elise "Swimsuit" Costume
DLC

[Elise "Maid" Costume][Elise "School" Costume][Elise "Mint" Costume
DLC

DLC

DLC

Rowen "Stardra" Costume
DLC

Rowen "Color Variation" Costume
DLC

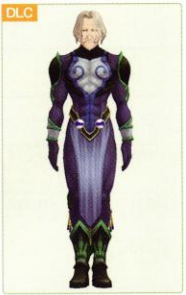
Rowen "Swimsuit" Costume
DLC

Rowen "Butler" Outfit
DLC

Rowen "School" Costume
DLC

[Rowen "Barbatos" Costume]

DLC



[Leia "Studio Drummer" Outfit]

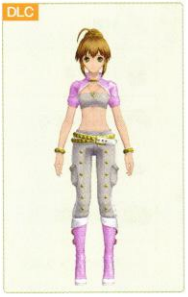
DLC

[Leia "Color Variation" Costume]

DLC

[Leia "The Idolmaster 2" Costume]

DLC



[Leia "Swimsuit" Costume]

DLC

[Leia "Maid" Outfit]

DLC

[Leia "Academy" Costume]

DLC

[Leia "Fara" Costume]

DLC

Materials

	Name	Points Sell	Value	How to obtain	
古銭	Sand iron	10	10	Il-Fan Guard [40%] ▶P.456 Borafort Research Institute [18%] ▶P.163	Boil-Fan [14%] ▶P.159 Boirato Sea Stop [14%] ▶P.165
	Copper Ore	20	20	Rapid Horse [40%] ▶P.484 Rapid Horse [50%] ▶P.484	Kizil Sea Waterfall [18%] ▶P.174 Boirato Passage [10%] ▶P.167
	Silver Rune Stone	30	30	Arroby [60%] ▶P.456 Clubman [40%] ▶P.462	Golem [40%] ▶P.463 La Sugar Artilleryman [40%] ▶P.484
	Gold Dust	50	50	Power Sol Arcu-Noa [40%] ▶P.474 Resistance Tribe Heavy Infantry [40%] ▶P.470	Silva Club [40%] ▶P.466 La Shugar Magic Soldier (Fallen) [40%] ▶P.484
	Geo Stone	90	90	Scorpion [40%] ▶P.467 La Shugar Elite Heavy Soldier [40%] ▶P.484	King's Hunting Ground [13%] ▶P.232 King's Hunting Ground [15%] ▶P.232
	Meadow Crystal	150	150	Power Sol Chief [40%] ▶P.474 Protex Spider [40%] ▶P.479	Snow Totus [40%] ▶P.468 Ice Golem [30%] ▶P.453
	Rare Metal	270	270	Ganbee [40%] ▶P.461 Fire Golem [30%] ▶P.475	Mechanic Golem [30%] ▶P.481 Jin Guard SPEC1.0 [30%] ▶P.466
	Magic Talisman	470	470	Manyft [40%] ▶P.482 Flower Herbie [40%] ▶P.477	Wind Element [35%] ▶P.457 Fire Element [35%] ▶P.475
	Navi Metal	840	840	Earth Golem [40%] ▶P.453 Jin Guard SPEC2.0 [40%] ▶P.467	Thunder Spirits [30%] ▶P.464 Fire Element (Enhanced) [35%] ▶P.475
	Rivavius Ore	1500	1500	Gate of the World's Spirit [30%] ▶P.482 Gate of Twilight [30%] ▶P.482	Manyft Fore [40%] ▶P.482 Water Spirits [40%] ▶P.458
	Mudstone	1	50	Break the rocks in Felghana Mine [20%] ▶P.217	— —

	Name	Points	Selling Price	How to obtain	
Ore	Rock Salt	1	250	Break the rocks in Fergana Mine [3%] ▶P.217	—
				—	—
	Quartz Chunk	1	500	Break the rocks in Fergana Mine [3%] ▶P.217	—
				—	—
	Ancient Insect Fossil	1	1500	Break the rocks in Fergana Mine [3%] ▶P.217	—
				—	—
	Azurite	1	10000	047 The Old Man's Wish ▶P.335	Break the rocks in the Fergana Mine [3%] ▶P.217
				Sa 023 Jet-black Feather ① [Exchange (50 pieces)] ▶P.330	
	Echo Ore	4000	8000	025 Tibo's Family!? ② ▶P.331	Baikal Abandoned Mine ▶P.387
				—	—
	Pink Emerald	1000	1000	Tatar Underworld Cave [7%] ▶P.388	Bota Tatar Underworld Cave [8%] ▶P.388
				—	—
Plant	Wood Chip	11	11	Spirit Magic Researcher [40%] ▶P.468 ■ Lafort Laboratory [18%]	▶P.163
				Boil Fan [13%] ▶P.159	Vola Fort Laboratory [18%] ▶P.163
	Wild Grass Seed	21	21	■Trent [40%] ▶P.471	■ Wolf [50%] ▶P.459
				Mushroom Goblin [50%] ▶P.461	Wolf [50%] ▶P.459
	Sturdy Vine	33	33	Silva Trent [40%] ▶P.466 ■ Land Trent [40%]	▶P.485
				■ Sword Bee [40%] ▶P.469	Petit Puri [50%] ▶P.476
	Herb	56	56	Snowwont [40%] ▶P.468	Mineplant [40%] ▶P.480
				■ Riot Sol Arcnor [40% ▶P.482	Resistance Tribe Warrior [40%] ▶P.470
	Mushroom Powder	120	120	] Snowtrent [40%] ▶P.468	Barus Plant [40%] ▶P.473
				■ Barus Geko Geko [40%] ▶P.473	■ Barus Ota Ota [40%] ▶P.473
	Unwithering Flower	200	200	■ Freeze Plant [40%] ▶P.478	Snow Trant [50%] ▶P.468
				Freeze Plant [50%] ▶P.478	Kukuru Ice Cavern [18%] ▶P.262
	Straight-grain wood	360	360	Megist Trant [40%] ▶P.481	■ Trant (Spirit World) [40%] ▶P.471
				Megist Trant (Spirit World) [40%] ▶P.481	Megist Trant [50%] ▶P.481
	Thorn of the magic grass	630	630	Landomandra [40%] ▶P.485 ■ Landomandra [50%]	▶P.485
				Magna Zero [18%] ▶P.371	Bomagna Zero [18%] ▶P.371
	Sacred Tree	1100	1100	Cave Plant [40%] ▶P.463	Magna Zero [14%] ▶P.373
				Bomagna Zero [10%] ▶P.373	Magna Zero ▶P.374
	The Great Tree's Fruit	2000	2000	Cave Plant [50%] ▶P.463	Megistos Mandra [50%] ▶P.482
				Sa 052 Wandering Youth ▶P.336	Sa 023 Jet-Black Feather① [Ex ▶P.330
	Harmonica Grass	150	150	Arcand Marshlands [7%]	change (20 pieces)] P.255 Bo-Arcand Ma ▶P.255 s [8%]
				—	—
	Peach-Cherry Blossom Petal	50	50	Varmia Gorge [7%] ▶P.197	Bovarmia Gorge [8%] ▶P.197
				—	—
	Heart Herb	120	120	Mon Plateau [7%] ▶P.238	Mont Plateau [8%] ▶P.238
				—	—
	Princesia	5000	5000	Sa 2 What Lies at the Bottom of Memory ▶P.351	—
				—	—
獣	Beast Droppings	13	13	■Solcat [40%] ▶P.469	Boilerato Inquiry Path [18%] ▶P.167
				Boil Fan [13%] ▶P.159 Polafort Laboratory [14%]	▶P.163
	Rotten Bone	25	25	■Boar [40%] ▶P.480 Wo [40%]	▶P.458
				■ Silvawolf [50%] ▶P.466 Flower Cat [50%]	▶P.477
	Broken Fang	40	40	■ Soldier Boar [40%] ▶P.469 Mary Cat [40%]	▶P.480
				La Shugar Swordsman [40%] P.483 Bokrama Passage [10%]	▶P.195
	Pelt	70	70	Strong Plant [40%] ▶P.467	■ La Shugar Heavy Soldier Remnant [40%] ▶P.483
				■ A-Jule Heavy Guard [40%] ▶P.454	Strong Plant [50%] ▶P.467
	Pointed Claw	100	100	■ Guardian Horse [60%] ▶P.460	Fileo Cat [40%] ▶P.476
				Snow Dragon [40%] ▶P.468	Salamander [40%] ▶P.464
	Large Horn	170	170	A-Jule Boar [40%] ▶P.455	Snow Wolf [30%] ▶P.468
				A-Jule Boar [30%] ▶P.455	Snow Wolf [50%] ▶P.468
	Beast's Mane	300	300	Grand Boar [40%] ▶P.462	Grand Boar (Spirit World) [40%] ▶P.462
				Silver Horse [40%] ▶P.466	Ancient Cat [40%] ▶P.459
	Demonic Beast's Eye	700	700	■ Wild Boar [35%] ▶P.486	■ Voltewolf [40%] ▶P.458
				Grand Boar [50%] ▶P.462	■ Wild Boar [40%] ▶P.486

	Name	Points	Selling Price	How to obtain	
Beast	Divine Beast Fur	1230	1230	Wyndam Wolf [40%] ▶P.457	Magna Zero [10%] ▶P.375
				Tatar Abyss ▶P.389	—
	Saint Horse Horn	2200	2200	Sylphid [30%] ▶P.466	Wyndam Wolf [50%] ▶P.457
				Sa 023 Jet-Black Feather ① [Exchange (20 pieces)] P.330 Magna Zero ▶P.378	
	Pink elephant tusk	120	120	King's Hunting Ground [7%] ▶P.232	Royal Hunting Ground [8%] ▶P.232
				—	—
Bird	Clean Feather	15	15	Axe Peak [40%] ▶P.455	Irrat Passage [18%] ▶P.167
				LaForte Research Institute [14%] ▶P.163	LaForte Research Institute [18%] ▶P.163
	Bird egg	23	23	Hawk [50%] ▶P.480	Chun Chun [40%] ▶P.469
				Axpeak [40%] ▶P.455	Axpeak [30%] ▶P.455
	High-quality down	43	43	Niwa Niwa [40%] ▶P.472	Piyo Piyo [40%] ▶P.474
				Mine Skeleton [40%] ▶P.480	Gandara Fortress [18%] ▶P.203
	Crown Feather	76	76	Fantaile [40%] ▶P.476	Knight Pat [40%] ▶P.471
				Fire Pat [40%] ▶P.475	Snow Bat [40%] ▶P.468
	Raptor Claw	110	110	Tail Peak [40%] ▶P.470	Ice Peak [30%] ▶P.453
				Penginist [40%] ▶P.480	Fire Hawk [40%] ▶P.475
	Migratory Bird Flight Feather	220	220	Zaira Forest [18%] ▶P.269	Arkand Marsh [13%] ▶P.255
				Boalkand Marsh [9%] ▶P.255	Tourai Tundra [10%] ▶P.260
	Black Egg	400	400	Heliopogue Base [18%] ▶P.309	Helioborg Base [18%] ▶P.309
				Voyage Ship Zirnitra [14%] ▶P.276	Voyage Ship Zirnitra [10%] ▶P.276
	Bird's Talon	520	520	Vulture [40%] ▶P.472	Vulture [50%] ▶P.472
				Kizil Sea Waterfall (Spirit World) [14%] ▶P.291	Kijiru Sea Waterfall (Spirit World) [10%] ▶P.291
	Lapis-colored Shell	930	930	Balus Chunchun [40%] ▶P.473	Cave Chunchun [40%] ▶P.463
				Brian Hawk [50%] ▶P.477	Cape Chunchun [50%] ▶P.463
	Sunbird Tail Feather	2400	2400	Blade Peak [30%] ▶P.478	Brian Hawk [40%] ▶P.477
				Blade Peak [50%] ▶P.478	Sa 023 Jet-Black Feather ① [Exchange (20 pieces)] ▶P.330
Water Dweller	Land Crab	16	16	Tortle [40%] ▶P.471	Goblin [50%] ▶P.464
				Goblin [50%] ▶P.464	Gari Passage [18%] ▶P.172
	Shell Fossil	26	26	Shoremandra [50%] ▶P.465	Gekogeko [50%] ▶P.463
				Otaota [40%] ▶P.460	Shoremandra [50%] ▶P.465
	Hard Scale	36	36	La Shughal Heavy Infantry [40%] ▶P.483	Angrytus [40%] ▶P.456
				Basilisk [50%] ▶P.473	Golem [30%] ▶P.463
	Giant Shell	83	83	Eldas [40%] ▶P.459	Ajuru Art Guard [40%] ▶P.455
				Eldas [70%] ▶P.459	Silva Crab [60%] ▶P.466
	Pearl	130	130	Evilwont [40%] ▶P.456	La Shugar Heavy Sergeant [40%] ▶P.483
				La Shugar Art Sergeant [40%] ▶P.483	Rune Butterfly [60%] ▶P.486
	Sharp Scissors	180	180	Arcando Marsh [15%] ▶P.255	Olda Palace [14%] ▶P.249
				Olda Palace [10%] ▶P.249	Treasure Olda Palace ▶P.249
	Monster Fish Fin	430	430	Sphere Wonto (Spirit Realm) [40%] ▶P.459	Kizil Sea Waterfall (Spirit World) [16%] ▶P.291
				Ni Akelia Sacred Mountain [14%] ▶P.287	Boni Akelia Sacred Mountain [10%] ▶P.287
	Black Pearl	580	580	Tree Club [40%] ▶P.469	Tatar Underworld [17%] ▶P.388
				Helioborg Base [14%] ▶P.309	Bohelioborg Base [10%] ▶P.309
	Ancient Coral	1370	1370	Gantotas [40%] ▶P.461	Gantotas [50%] ▶P.461
				Rune Club [50%] ▶P.485	Magna Zero [14%] ▶P.375
	Aquatic Jelly	1670	1670	Rune Club [35%] ▶P.485	Water Element (Enhanced) [20%] ▶P.458
				Water Element (Enhanced) [8%] ▶P.458	Sa 023 Jet-Black Feather ① [Exchange (20 pieces)] ▶P.330
Insect	Spiderweb	18	18	Needle Spider [50%] ▶P.472	Insect Plant [50%] ▶P.456
				Needle Spider [50%] ▶P.472	Insect Plant [50%] ▶P.456
	- Molted Shell	28	28	Spider [40%] ▶P.468	Bee [60%] ▶P.474
				Butterfly [50%] ▶P.473	Green Butterfly [40%] ▶P.462
	Poison Needle	46	46	La Shughal Heavy Infantry Captain [40%] ▶P.483	La Shugar Special Heavy Trooper [40%] ▶P.484
				Rando Goblin [40%] ▶P.485	Golem Shade [40%] ▶P.463
	Insect Wing	63	63	Resistance Tribe Sword Commander [40%] ▶P.470	Resistance Tribe Sword Commander [80%] ▶P.470
				Voltea Forest Path [16%] ▶P.214	Gandara Fortress [14%] ▶P.203
	Beehive	140	140	A-Jule Heavy Spearman [40%] ▶P.455	Azur Magic Troop [40%] ▶P.455
				A-Jule Swordsman [40%] ▶P.454	Azur Heavy Spearman [70%] ▶P.455

	Name	Points	Sell Value	How to obtain	
Insect	Fu: Demon Insect Leg	250	250	Fleet Scorpion [40%] ▶P.478	Kukuru Ice Cavern [16%] ▶P.262
				1 Fleet Scorpion [50%] ▶P.478	Tōrai Cold Plains [14%] ▶P.260
	Highly Poisonous Needle	330	330	Voyage Ship Jilnitra [16%] ▶P.276	Travel Ship Zilnitra [14%] ▶P.276
				Zaira Forest [14%] ▶P.269	Zaira Forest [10%] ▶P.269
	Eerie Tentacle	770	770	1 Flower Butterfly [40%] ▶P.477	Flower Butterfly [50%] ▶P.477
				Magna Zero [16%] ▶P.371	Bomagna Zero [14%] ▶P.371
	Compound eyes of the Magic Worm	1010	1010	Voltes Scorpion [40%] ▶P.458	Voltes Scorpion [50%] ▶P.458
				Magna Zero [10%] ▶P.373	—
	Silver Scent Scale Powder	1830	1830	Magna Zero [10%] ▶P.378	Magna Zero ▶P.377
				Sa 023 Jet-Black Feather ① [Exchange (20 pieces)] ▶P.330	
Mystery	Strange Fragment	50	50	Rafort Research Institute [12%] ▶P.163	Polafort Research Institute [8%] ▶P.163
				Ilart Passage [12%] ▶P.167	Boilart Passage [8%] ▶P.167
	Mysterious Liquid	90	90	Gekogeko [40%] ▶P.463	Golem Shade [80%] ▶P.463
				Kijil Sea Waterfall [12%] ▶P.174	Boni Akeria Approach [8%] ▶P.178
	Snow-Colored Pompon	140	140	Glass Geko Geko [40%] ▶P.462	Otā Otā [80%] ▶P.460
				Grass Otā Otā [80%] ▶P.461	Kurama Side Path [12%] ▶P.195
	Dangerous Liquid	240	240	Randō Geko Geko [50%] ▶P.485	Niwa Niwa [80%] ▶P.472
				Randō Otā Otā [80%] ▶P.484	Piyopiyo [80%] ▶P.474
	Mysterious Peed	420	420	Mineskeleton [80%] ▶P.480	Sogd Marsh [16%] ▶P.385
				Rakorumu Road ▶P.226	Liberry Rock Hollow [12%] ▶P.235
	Monster Secretion	700	700	Barus Geko Geko [100%] ▶P.473	Balus Otaota [100%] ▶P.473
				Sogd Wetpath [14%] ▶P.385	Tōrai Cold Plain [12%] ▶P.260
	Strange 塊	1260	1260	Gekogeko (Spirit Realm) [35%] ▶P.463	Otaota (Spirit Realm) [35%] ▶P.460
				Water Element [80%] ▶P.458	Ice Skeleton [80%] ▶P.453
	Dusky Pompon	2200	2200	Earth Element [80%] ▶P.453	Gentlemen [80%] ▶P.465
				Gentle Iplete [80%] ▶P.464	Gentle Nō~mū [80%] ▶P.464
	Dragon Ash	3880	3880	Gate of the World Spirit [30%] ▶P.482	Gate of Twilight [30%] ▶P.482
				Magna Zero [12%] ▶P.371	Magna Zero [8%] ▶P.371
	Strange Core	7000	7000	Manyft Foire [25%] ▶P.482	Magna Zero [12%] ▶P.380
				Helioborg Base ▶P.312	Sa 023 Jet-Black Feather ① [Exchange (50 pieces)] ▶P.330

Valuables

Name	Effect	How to obtain
"Item Record	In the library, you can view item records. Becomes available	Part 1 Ilfan [START] (Jude chapter) ▶P.159
		Part 1 Lafort Research Institute (Milla chapter) ▶P.162
Monster Records	In the library, you can view monster records. Becomes available	Part 1 Ilfan [START] (Jude chapter) ▶P.159
		Part 1 Lafort Research Institute (Milla chapter) ▶P.162
Battle Book	In the library, you will be able to view the Battle Book	Part 1 Ilfan [START] (Jude chapter) ▶P.159
		Part 1 Lafort Research Institute [START] (Milla chapter) ▶P.162
"World Map	A map that records places you have visited. Map Jump becomes available	Part 1 Milla's Shrine ▶P.180
		—
Item Ball	Auto-item settings can be configured from "Tactics" becomes	Part 1 Ilart Pathway Entrance ▶P.168
		—
Item Ball Plus	The number of auto-item slots set according to the quantity held increases with acquisition in three sub-events. ※ You can hold up to 3 items at maximum.	—
Arts Ball	Allows you to equip up to 8 arts/skills.	Sa 023 Jet-Black Feather ① [100 pieces] ▶P.330
		—
Winged Boots	Increases dash speed while moving on the map.	Nameless Mutant [100%] ▶P.472
		—
Unit Application Form	—	Part 1 Il Fan 2 (Jude Chapter) ▶P.159
		—

※ Complete Sub Event 129: Travel Charm (P.332), 044: Orange Soup (P.334), and 61: Kital Tribe's Secret Medicine (P.338) to obtain one each.

Name	Effect	How to obtain
Laboratory Card Key	Required to access Rafort Laboratory Sector 3	Part 1: Lafort Research Institute 5 P.162
Krusnik Spear Key	–	Part 1 Rafort Laboratory B (Mira Chapter) P.164
Seisei Stone · Earth	Used at Mira's Shrine in Part 1	Part 1 Ni-Akeria 3 P.177
World Essence Stone · Water	Used at Mira's Shrine in Part 1	Part 1 Ni-Akeria 2 P.177
Seisei Stone: Fire	Used at Mira's Shrine in Part 1	Part 1: Ni-Akeria 1 P.177
Seisei Stone: Wind	For use in Part 1 Mira's Shrine	Part 1: Ni-Akeria 4 P.177
Mira's Pendant	–	Part 1 Gandara Fortress (Jude Chapter) P.210 Part 1 Barmia Canyon 9 (Mira Chapter) P.198
Elevator Key	Used when activating the Gandara Fortress elevator	Part 1 Gandara Fortress (Jude Chapter) P.202 Part 1 Gandara Fortress 3 (Milla Chapter) P.208
Control Room Key	Required to enter the control room of Gandara Fortress	Part 1 Gandara Fortress 6 (Jude Chapter) P.206 Part 1 Gandara Fortress 1 (Milla Chapter) P.208
Mining Set	Used in Part 1 Fergana Mine	Part 1 Le Rondro P.212
Medical Jintex	–	Part 1 Le Rondo 2 (Jude Chapter) P.212 Part 1 Le Rondo (Mira Chapter) P.212
・Medical Jintecs	–	Part 1 Fergana Mine 5 P.212
Leia's Memorandum	–	Part 2 Lacorm Sea Stop 【START】 P.223
Spirit Augmentation Extreme	Used in Part 3 Faizabird Marshlands 2	Part 3 Faizabird Marshlands 1 P.256
Transceiver	–	Part 3 Voyage Ship Jirunitraro P.276
Inner Map	Reveals the map of the travel ship Jirunitra	Part 3: Travel Ship Jirunitra 1 P.276
Father's Keepsake	–	Part 4: Ni-Akeria Cloud Mountain 2 (Jude Chapter) P.287 Part 4: Ni-Akelia Sacred Mountain (Spirit World) (Mira Chapter) P.302
Light of the Soul	–	Part 4: Ni-Akelia Approach (Spirit World) ~ Mira's Shrine (Spirit World) 2 (Mira Chapter) P.300
Exterior of the Black Box	–	Part 4: Helioborg Base [START] P.309
Muse's Knife	–	Part 4: Rusar Road ~ Hill Where the Dimension Tore 6 P.314
Spirit Fossil Shell	–	Sa 090 Soldier Who Uses the Black Box (Jude Chapter) P.344
Investigation Spirit Art	031 Used in "The Shape of the World ①"	サ 031 The Shape of the World ① P.332
Golem Chain Device	Required to fight Ghandara Fortress Defense Golems 1 and 2 in 16 "Ghandara Fortress Siege"	サ 116 Gandara Fortress Assault P.350
Gambelt	Alvin learns the skill "Charged Armor"	サ 121 母と子② P.351
Light-Leaf Clover	126 Required to clear "Baran's Bet"	Sa 126 Baran's Bet P.353
Rondau Language Dictionary	–	Sa 070 Anthology and Dictionary ① P.340
Delivery to the Inn	020 Used in "Delivery to the Inn"	Sa 020 Delivery to the Inn P.329
Talisman	029 Used with the "Travel Charm"	Sa 029 Traveler's Charm P.332

Name	Effect	How to obtain
The Old Man's Sake	047 Used in "The Old Man's Wish"	Sa 047 The Old Man's Wish ▶P.335 —
Bargain Jar	042 Used in "Found a Bargain!?"	Sa 042 Found a Bargain!? ▶P.334 —
Letter to Father	Used in [079 "Message to the Fortress"]	Sa 079 Message to the Fortress ▶P.342 —
Napple	Required to clear 010 "Delicious Things"	Treasure Hamil ▶P.170 —
Valenji	Required to clear 005 "Fruit Merchant"	Treasure Hamil ▶P.170 —
Golden Key	Required to clear the game to enter Magna Zero of 29 "Golden Demon Swordsman"	▶P.321 —
Secret Technique Tome "One Thrust, Certain Annihilation"	Jude learns the Martial Body Technique "Fang"	Sealed One's Familiar - Kurenai [100%] ▶P.476 —
Book of Ultimate Technique "Man-Shine Hoken"	Jude learns the Master Art "Shockwave Demon Fist"	Clear the game ▶P.321 —
Secret Technique Tome "Spirit Radiance Sprint"	Jude learns the Master Art "Overdrive"	Clear the game ▶P.321 —
Book of Otherpower "Solo Assault Mosquito Sting"	Mosquito learns the skill "1 Damage"	Treasure: Baikal Abandoned Mine ▶P.387 —
Book of Psychic Powers "Mental Participation"	Everyone learns the skill "Image Training"	Racolum Roa ▶P.225 —
Book of Psychic Powers "Propagative Activation"	Everyone learns the skill "Exceed Link"	062 Coliseum [Advanced Party Battle] ▶P.354 —
Book of Psychic Powers "Rare Experience Increase"	Everyone learns the skill "Happiness Sing"	Mon Plateau ▶P.239 —
Book of Psychic Powers "Limit Maintenance"	Everyone learns the skill "Limits Keep"	Helioborg Base ▶P.311 —
Book of Abilities "Absolute Defense"	Everyone learns the skill "High Guard"	Orda Palace ▶P.250 —
Book of Abilities "Graceful Harmony"	Jude learns the skill "With Mira"	Sa 062 Arena [Advanced Single Match (Jude)] ▶P.354 —
Book of the Uncanny "Steadfast on the Ground"	Jude learns the skill "Glory"	Sa 129 Golden Magic Swordsman ▶P.353 —
Book of Abilities "Boyish Harmony"	Mira learns the skill "With Jude"	Sa 062 Arena [Advanced Single Match (Mira)] ▶P.354 —
Book of Supernatural Ability "Mental Barrier"	Mira learns the skill "Energy Coat"	Noor Scorch Cave ▶P.267 —
Book of Abilities "Quadruple Filling"	Alvin learns the skill "Charge Breaker 2"	Sa 062 Arena [Advanced Single Match (Alvin)] ▶P.354 —
Book of Supernatural Powers "Near-Death Defense"	Elise learns the skill "Survive"	Sa 062 Arena [Advanced Single Battle (Elise)] ▶P.354 —
Book of Psychic Powers "Healing Experience"	Elise learns the skill "Healer's Prize" in the tavern	Sweebery Rock C ▶P.236 —
Arte of the Abyss "Total Technique Rejection"	Rowen learns the skill "Anti Magic"	116 Gandara Fortress Assault ▶P.350 —
The Book of Abilities "Lower Artchantless"	Rowen learns the skill "Tetrasper" learns	062 Arena [Advanced Single Match (Rowen)] ▶P.354 —
The Book of Abilities "Devoted Aid"	Leia learns the skill "Sacrifice" learns	062 Arena [Advanced Single Match (Reia)] ▶P.354 —
The Book of Abilities "Sky Warrior"	Leia learns the skill "Sky Soldier" learns	Barnaul Road ▶P.246 —
Mysterious Orb	Collect 23 to trigger 025 "Ring of Lost Reason" from treasure chests across locations	Outside ②" Obtainable ▶P.343 —
Jet-black Feather	023 Can be exchanged for various items with "Jet-Black Feather ①". Obtainable from treasure chests, exploration points, When you discover 459 or more, 024 "Jet-black Feather ②" will appear	

Shop Data

We present at a glance the shop levels at which each shop's goods are restocked and discounted, and the prices at those times. We also list the Shop Build Points required to raise shop levels.

How to read the data

1 Items for Sale	2 On Sale		3 割引1		割引2		割引3		Discount 4		Discount 5	
	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price
Apple Gummy	1	100	2	90	4	80	6	70	8	60	10	50
Orange Gummy	1	250	2	225	4	200	6	175	8	150	10	125

1 Items for Sale

The name of the item sold at that shop.

② Sales Start

1 The shop level at which the item will begin to be sold, and the price at that time.

☐ Discount

The shop level at which the item's price becomes discounted a nd the price after discount. It can be discounted up to five times.

■ Shop build points required to raise the shop level

Current Shop level	To level up Required points	Current Shop level	Points required for leveling up	Current Shop level	Points required for leveling up	Current shop level	To level up Required points
1	200	26	922	51	4253	76	19613
2	212	27	980	52	4521	77	20850
3	226	28	1042	53	4806	78	22164
4	240	29	1107	54	5109	79	23562
5	255	30	1177	55	5431	80	25047
6	271	31	1252	56	5774	81	26627
7	288	32	1331	57	6138	82	28306
8	306	33	1414	58	6525	83	30090
9	326	34	1504	59	6936	84	31988
10	346	35	1599	60	7373	85	34004
11	368	36	1699	61	7838	86	36148
12	391	37	1807	62	8333	87	38428
13	416	38	1920	63	8858	88	40850
14	442	39	2042	64	9417	89	43426
15	470	40	2170	65	10010	90	46164
16	500	41	2307	66	10641	91	49075
17	531	42	2453	67	11312	92	52169
18	565	43	2607	68	12026	93	55458
19	601	44	2772	69	12784	94	58955
20	639	45	2947	70	13590	95	62672
21	679	46	3132	71	14447	96	66624
22	722	47	3330	72	15358	97	70824
23	767	48	3540	73	16326	98	75290
24	816	49	3763	74	17356	99	80037
25	867	50	4000	75	18450	100	–

Item Shop

Items for Sale	On Sale		Discount 1		Discount 2		Discount 3		Discount 4		Discount 5	
	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price
Apple Gummy	1	100	2	90	4	80	6	70	8	60	10	50
Orange Gummy	1	250	2	225	4	200	6	175	8	150	10	125
Life Bottle	1	500	2	450	4	400	6	350	8	300	10	250
Panacea Bottle	5	400	7	360	9	320	11	280	13	240	15	200
Holy Bottle	5	500	7	450	9	400	11	350	13	300	15	250
Dark Bottle	5	500	7	450	9	400	11	350	13	300	15	250
Mix Gummies	10	1000	12	900	14	800	16	700	18	600	20	500
Liquor Bottle	10	1000	12	900	14	800	16	700	18	600	20	500
Lemon Gummy	15	1000	17	900	19	800	21	700	23	600	25	500
Pine Gummy	20	1500	22	1350	24	1200	26	1050	28	900	30	750
Treat	25	2500	27	2250 29		200031		1750	33	1500	35	1250
Specific	30	2500	32	2250 34		2000	36	1750	38	1500	40	1250
Miracle Gummy	35	3000	37	2700 39		2400 41		2100	43	1800	45	1500
Strong Treat	40	5000	42	4500 44		4000	46	3500	48	3000	50	2500
Specific Plus	45	5000	47	4500 49		4000	51	3500	53	3000	55	2500
Elixir	50	10000	55	9000	60	8000	65	7000	70	6000	75	5000
All Divide	50	10000	60	9000	70	8000	80	7000	90	6000	100	5000
Hourglass	50	20000	60	18000	70	16000	80	14000 90		12000	100	10000
Sage	50	40000	60	36000	70	32000	80	28000 90		24000	100	20000
Savory	50	40000	60	36000	70	32000	80	28000 90		24000	100	20000
Rosemary	50	40000	60	36000	70	32000	80	28000 90		24000	100	20000
Lavender	50	30000	60	27000	70	24000	80	21000 90		18000	100	15000
Verbena	50	30000	60	27000	70	24000	80	21000 90		18000	100	15000
Chamomile	50	30000	60	27000	70	24000	80	2100090		18000	100	15000
Basil	50	30000	60	27000	70	24000	80	21000 90		18000	100	15000
Saffron	50	30000	60	27000	70	24000 80		21000 90		18000	100	15000
Jasmine	50	3000060		27000	70	24000 80		21000 90		18000	100	15000
Omega Elixir	75	20000 80		18000	85	16000 90		1400095		12000	100	10000

Weapon Shop

Items for Sale	On Sale		Discount 1		Discount 2		Discount 3		Discount 4		Discount 5	
	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price
Iron Wrist	1	630	–	–	–	–	–	–	–	–	–	–
Rapier	1	610	–	–	–	–	–	–	–	–	–	–
Broadsword	1	650	–	–	–	–	–	–	–	–	–	–
Steel Wrist	2	1270	3	1143	4	1079	5	1016	6	952	7	889
Kukuri	3	1250	4	1125	5	1062	6	1000 7		937	8	875
Rage Iron	4	1310	5	1179	6	1113	7	1048 8		982	9	917
Fist Guard	7	2130	8	1917	9	1810	10	1704 11		1597	12	1491
Scimitar	8	2080	9	1872	10	1768	11	1664 12		1560	13	1456
Formal Blade	9	2210	10	1989	11	1878	12	1768 13		1657	14	1547
Wand	10	2040	11	1836	12	1734	13	1632	14	1530	15	1428
Estoc	11	1990	12	1791	13	1691	14	1592	15	1492	16	1393
Striker	12	3200	13	2880	14	2720	15	2560	16	2400	17	2240
Dual Edge	13	3150	14	2835	15	2677	16	2520	17	2362	18	2205
Bastard Sword	14	3330	15	2997	16	2830	17	2664	18	2497	19	2331

Items for Sale	On Sale		Discount 1		Discount 2		Discount 3		Discount 4		割引5	
	Level	Price	Level	Price Level		Price Level		Price Level		Price	Level	Price
Mace	15	3070	16	2763	17	2609	18	2456	19	2302	20	2149
Lionmouche	16	3010	17	2709	18	2558	19	2408	20	2257	21	2107
Hard Soil	17	4500	18	4050	19	3825	20	3600	21	3375	22	3150
War Staff	17	3100	18	2790	19	2635	20	2480	21	2325	22	2170
"Fyle Stinger"	18	4420	19	3978	20	3757	21	3536	22	3315	23	3094
Solid Breaker	19	4690	20	4221	21	3986	22	3752	23	3517	24	3283
Ruby Wand	20	4310	21	3879	22	3663	23	3448	24	3232	25	3017
Aloy Blade	21	4220	22	3798	23	3587	24	3376	25	3165	26	2954
Beatwing	22	6010	23	5409	24	5108	25	4808	26	4507	27	4207
Red Shaft	22	4370	23	3933	24	3714	25	3496	26	3277	27	3059
Harpia	23	5900	24	5310	25	5015	26	4720	27	4425	28	4130
Gale Causer	24	6270	25	5643	26	5329	27	5016 28		4702	29	4389
Airs Rod	25	5760	26	5184	27	4896	28	4608 29		4320	30	4032
Tourbillon	26	5650	27	5085	28	4802	29	4520	30	4237	31	3955
Silver Wrist	27	7740	28	6966	29	6579	30	6192 31		5805	32	5418
Wind Hitter	27	5840	28	5256 29		4964	30	467231		4380	32	4088
Curse Breaker	28	7580	29	6822 30		6443	31	6064	32	5685	33	5306
Assault Rook	29	8070	30	7263 31		6859	32	6456	33	6052	34	5649
Coat Staff	30	7410	31	666932		6298	33	5928	34	5557	35	5187
Epee	31	7260	32	6534	33	6171	34	5808	35	5445	36	5082
Grand Fist	32	9690	33	8721	34	8236	35	7752	36	7267	37	6783
Silver Rod	32	7490	33	6741	34	6366	35	5992	36	5617	37	5243
Line Edge	33	9500	34	8550	35	8075	36	7600	37	7125	38	6650
Geo Crusher	34	10110	35	9099	36	8593	37	8088	38	7582	39	7077
Precious Wand	35	9280	36	8352	37	7888	38	7424	39	696040		6496
Jutte	36	9090	37	8181	38	7726	39	7272	40	6817 41		6363
Insect Claw	37	11870	38	10683	39	10089	40	9496	41	8902 42		8309
Golden Cudgel · Zhuhua	37	9390	38	8451	39	7981	40	7512	41	7042 42		6573
Core Gator	38	11620	39	10458	40	9877	41	9296	42	871543	43	8134
Banish Anchor	39	12380	40	11142 41		10523	42	9904	43	9285 44		8666
Grand Scepter	40	11360	41	10224 42		9656	43	9088	44	8520	45	7952
Abeille	41	11110	42	9999 43		9443	44	8888	45	8332	46	7777
Gigas Wrist	42	14260	43	12834 44		12121	45	11408	46	10695	47	9982
Bison Bat	42	11490	43	10341 44		9766	45	9192	46	8617	47	8043
Vermiculator	43	13970	44	12573 45		11874	46	11176	47	10477	48	9779
Apelpusia	44	14870	45	13383 46		12639	47	11896	48	11152	49	10409
Fixida	45	13640	46	12276 47		11594	48	10912	49	10230	50	9548
Thorn Rapier	46	13350	47	12015 48		11347	49	10680	50	10012	51	9345
Raging Blow	47	16860	48	15174 49		14331	50	13488	51	12645	52	11802
Light Ore Rod - Feather	47	13800	48	12420 49		11730	50	11040	51	10350	52	9660
Voval Sword	48	16500	49	14850 50		14025	51	13200	52	12375	53	11550
Savitch Flare	49	17590	50	15831	51	14951	52	14072	53	13192	54	12313
Endless Torch	50	16150	51	14535	52	13727	53	12920	54	12112	55	11305
Vortex Flume	51	15790	52	14211	53	13421	54	12632	55	11842	56	11053
Torrent Knuckle	52	19690	53	17721	54	16736	55	15752	56	14767	57	13783
Fountain Rod	52	16320	53	14688	54	13872	55	13056	56	12240	57	11424
Rune Blade	53	19290	54	17361	55	16396	56	15432	57	14467	58	13503
Depths Predator	54	20540 55		18486	56	17459	57	16432	58	15405	59	14378
Brandung	55	18840 56		16956	57	16014	58	15072	59	14130	60	13188
Vasser Harpoon	56	18440 57		16596	58	15674	59	14752	60	13830	61	12908
Rune List	57	22730 58		20457	59	19320	60	18184	61	17047	62	15911
Flint Ball	57	19050 58		17145	59	16192	60	15240	61	14287	62	13335
Flamverge	58	22220 59		19998	60	18887	61	17776	62	16665	63	15554

Items for Sale	On Sale		Discount 1		Discount 2		Discount 3		Discount 4		Discount 5	
	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price
Great Ripper	59	23690 60		21321 61		20136	62	18952	63	17767	64	16583
Energy Wand	60	21760 61		19584 62		18496	63	17408	64	16320	65	15232
Arachnobite	61	21260	62	19134	63	18071	64	17008	65	15945	66	14882
Tyrant Knuckle	62	25980	63	23382	64	22083	65	20784	66	19485	67	18186
Rune Staff	62	21990	63	19791	64	18691	65	17592	66	16492	67	15393
Fair Sword	63	25430	64	22887	65	21615	66	20344	67	19072	68	17801
Ogre Masher	64	27090	65	24381 66	23026 67			21672	68	20317	69	18963
Fortune Helm	65	24880	66	22392 67	21148 68			19904	69	18660	70	17416
Blood Sacrificer	66	24310	67	21879 68	20663 69			19448 70		18232	71	17017
Varcheswing	67	29470	68	26523 69		25049	70	23576	71	22102	72	20629
Hanumanshaft	67	25140 68		22626 69	21369 70			20112	71	18855	72	17598
Breath Blade	68	28820 69		25938 70	24497 71			23056	72	21615	73	20174
Radiator	69	30720 70		27648	71	26112	72	24576	73	23040	74	21504
Wisteria	70	28200	71	25380	72	23970	73	22560	74	21150	75	19740
Hero's Sword	71	27570	72	24813	73	23434	74	22056	75	20677	76	19299
Rare List	72	33160	73	29844	74	28186	75	26528	76	24870	77	23212
Mithril Rod	72	28510	73	25659	74	24233	75	22808	76	21382	77	19957
Sonic Edge	73	32470	74	29223	75	27599	76	25976	77	24352	78	22729
Weiss Eraser	74	34590	75	31131	76	29401	77	27672	78	25942	79	24213
Star Rod	75	31740	76	28566	77	26979	78	25392	79	23805	80	22218
Steward's Sword	76	31020	77	27918	78	26367	79	24816	80	23265	81	21714
Garm Fang	77	37070	78	33363	79	31509	80	29656	81	27802	82	25949
Shoplifting Rod Star Warrior	77	32080	78	28872	79	27268	80	25664	81	24060	82	22456
Edelrose	78	36270	79	32643	80	30829	81	29016	82	27202	83	25389
Onikorochi · Rakan	79	38670	80	34803	81	32869	82	30936	83	29002	84	27069
Weevil Rod	80	35480	81	31932	82	30158	83	28384	84	26610	85	24836
Gorgon Gaze	81	34680	82	31212	83	29478	84	27744	85	26010	86	24276
Imperial Fist	82	41220	83	37098	84	35037	85	32976	86	30915	87	28854
Vetter Shaft	82	35880	83	32292	84	30498	85	28704	86	26910	87	25116
Detonator	83	40350	84	36315	85	34297	86	32280 87		30262 88		28245
Madarless Age	84	42990	85	38691	86	36541	87	34392 88		32242 89		30093
Captive Heart	85	39440	86	35496	87	33524	88	31552	89	29580	90	27608
Royal Rapier	86	38540	87	34686	88	32759	89	30832	90	28905	91	26978
Atmosphere	87	45560	88	41004	89	38726	90	36448	91	34170	92	31892
Lineheights	87	39880	88	35892	89	33898	90	31904	91	29910	92	27916
Thorn Blade · Black Sunflame	88	44550	89	40095	90	37867	91	35640	92	33412	93	31185
Crystalfang	89	47510	90	42759	91	40383	92	38008	93	35632	94	33257
Ryu Staff Lintvurm	90	43580	91	39222	92	37043	93	34864	94	32685	95	30506
Noble Horn	91	42590	92	38331	93	36201	94	34072	95	31942	96	29813
God Weapon	92	50120	93	45108	94	42602	95	40096	96	37590	97	35084
Painting Shadow Staff Dark Brush	92	44070	93	39663	94	37459	95	35256	96	33052	97	30849
Rafalcon	93	49050	94	44145	95	41692	96	39240	97	36787	98	34335
Dinosauro Hell	94	52280	95	47052	96	44438	97	41824	98	39210	99	36596
BC Rod	95	47950	96	43155	97	40757	98	38360	99	35962	100	33565
Crystaros	96	46890	97	42201	98	37512	99	35167	100	32823	–	–
Shu Gui Gun · Jade Branch	97	48490	98	43641	99	38792	100	33943	–	–	–	–
Oath Fist Victor's Will	100	53970	–	–	–	–	–	–	–	–	–	–
Spirit Sword Aidion	100	52790	–	–	–	–	–	–	–	–	–	–
Greatsword Adaharma	100	56310	–	–	–	–	–	–	–	–	–	–
Bazaar Whip	100	51610	–	–	–	–	–	–	–	–	–	–
Bestowed Sword Patrieitor	100	50440	–	–	–	–	–	–	–	–	–	–
Tenkken Hammer Solreina	100	52200	–	–	–	–	–	–	–	–	–	–

Armor Shop

Items for Sale	On Sale		Discount 1		Discount 2		Discount 3		Discount 4		Discount 5	
	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price
Leather Guard	1	340	–	–	–	–	–	–	–	–	–	–
Trench Coat	1	320	–	–	–	–	–	–	–	–	–	–
Hardmail	1	340	–	–	–	–	–	–	–	–	–	–
Leather Helm	1	310	–	–	–	–	–	–	–	–	–	–
Knit Cap	1	290	–	–	–	–	–	–	–	–	–	–
Iron Circlet	1	310	–	–	–	–	–	–	–	–	–	–
Ribbon	1	260	–	–	–	–	–	–	–	–	–	–
Lamella Guard	2	680	3	612	4	578	5	544	6	510	7	476
Leather Coat	3	660	4	594	5	561	6	528	7	495	8	462
Lamella Leather	4	680	5	612	6	578	7	544	8	510	9	476
Round Bullet	5	610	6	549	7	518	8	488	9	457	10	427
Pretty Ribbon	5	540	6	486	7	459	8	432	9	405	10	378
Iron Sallet	6	630	7	567	8	535	9	504	10	472	11	441
Bronze Circlet	6	630	7	567	8	535	9	504	10	472	11	441
Half Guard	7	1140	8	1026	9	969	10	912	11	855	12	798
Feather Coat	8	1120	9	1008	10	952	11	896	12	840	13	784
Iron Mail	9	1170	10	1053	11	994	12	936	13	877	14	819
Silk Cloak	9	1110	10	999	11	943	12	888	13	832	14	777
Fine Beret	10	1030	11	927	12	875	13	824	14	772	15	721
Green Ribbon	10	910	11	819	12	773	13	728	14	682	15	637
Bronze Helm	11	1080	12	972	13	918	14	864	15	810	16	756
Headdress	11	1060	12	954	13	901	14	848	15	795	16	742
Iron Guard	12	1740	13	1566	14	1479	15	1392	16	1305 17		1218
Hard Coat	13	1700	14	1530	15	1445	16	1360	17	1275 18		1190
Chain Mail	14	1760	15	1584	16	1496	17	1408	18	1320 19		1232
Feather Cloak	14	1670	15	1503	16	1419	17	1336	18	1252 19		1169
Sharpka	15	1560	16	1404	17	1326	18	1248	19	1170	20	1092
Check Ribbon	15	1370	16	1233	17	1164	18	1096	19	1027	20	959
Ahmet Helm	16	1630	17	1467	18	1385	19	1304	20	1222	21	1141
Silver Circlet	16	1590	17	1431	18	1351	19	1272	20	1192	21	1113
Chain Guard	17	2460	18	2214	19	2091	20	1968	21	1845	22	1722
Long Coat	18	2390	19	2151	20	2031	21	1912	22	1792	23	1673
Sprint Mail	19	2500	20	2250	21	2125	22	2000	23	1875	24	1750
Cocktail dress	19	2360	20	2124	21	2006	22	1888	23	1770	24	1652
Silver Hat	20	2190	21	1971	22	1861	23	1752	24	1642	25	1533
The celebrity's ribbon	20	1950	21	1755	22	1657	23	1560	24	1462	25	1365
Silver Helm	21	2290	22	2061	23	1946	24	1832	25	1717	26	1603
cat headband	21	2270	22	2043	23	1929	24	1816	25	1702	26	1589
Breast Guard	22	3290	23	2961	24	2796	25	2632	26	2467	27	2303
Silver Coat	23	3210	24	2889	25	2728	26	2568	27	2407	28	2247
Battle Suit	24	3350	25	3015	26	2847	27	2680	28	2512	29	2345
Silver Cloak	24	3150	25	2835	26	2677	27	2520	28	2362	29	2205
Hunting Bullet	25	2930	26	2637	27	2490	28	2344	29	2197	30	2051
Striped Ribbon	25	2610	26	2349	27	2218	28	2088	29	1957	30	1827
Safety Helm	26	3070	27	2763	28	2609	29	2456	30	2302	31	2149
Mirage Crest	26	3010	27	2709	28	2558	29	2408	30	2257	31	2107
Battle Guard	27	4250	28	3825	29	3612	30	3400	31	3187	32	2975
Elven Coat	28	4140	29	3726	30	3519	31	3312	32	3105	33	2898
Knight Armor	29	4330	30	3897	31	3680	32	3464 33		3247	34	3031
Midi Blouse	29	4080	30	3672	31	3468	32	3264 33		3060	34	2856

Items for Sale	On Sale		Discount 1		Discount 2		Discount 3		Discount 4		Discount 5	
	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price
Cowboy Hat	30	3780	31	3402	323213		33	3024	34	2835	35	2646
Elemental Ribbon	30	3350	31	3015	32	2847	33	2680	34	2512	35	2345
Duel Helm	31	3970	32	3573	33	3374	34	3176	35	2977	36	2779
Turtle Crest	31	3890	32	3501	33	3306	34	3112	35	2917	36	2723
Silver Guard	32	5330	33	4797	34	4530	35	4264	36	3997	37	3731
Splash Dress	33	5190	34	4671	35	4411	36	4152	37	3892	38	3633
Silver Mail	34	5440	35	4896	36	4624	37	4352	38	4080	39	3808
Magical Tunic	34	5100	35	4590	36	4335	37	4080	38	3825	39	3570
Green Beret	35	4730	36	4257	37	4020	38	3784	39	3547	40	3311
Aqua Ribbon	35	4180	36	3762	37	3553	38	3344	39	3135	40	2926
Fire Helm	36	4970	37	4473	38	4224	39	3976	40	3727	41	3479
Wind Crest	36	4880	37	4392	38	4148	39	3904	40	3660	41	3416
Mighty Guard	37	6540	38	5886	39	5559	40	5232	41	4905	42	4578
Rune Coat	38	6370	39	5733	40	5414	41	5096	42	4777	43	4459
Runemail	39	6640	40	5976	41	5644	42	5312	43	4980	44	4648
Rune Cloak	39	6260	40	5634	41	5321	42	5008	43	4695	44	4382
Earth Cap	40	5790	41	5211	42	4921	43	4632	44	4342	45	4053
White Ribbon	40	5130	41	4617	42	4360	43	4104	44	3847	45	3591
Nightmare Helm	41	6070	42	5463	43	5159	44	4856	45	4552	46	4249
Rune Circlet	41	5960	42	5364	43	5066	44	4768	45	4470	46	4172
Mithril Guard	42	7850	43	7065	44	6672	45	6280	46	5887	47	5495
Mithril Coat	43	7650	44	6885	45	6502	46	6120	47	5737	48	5355
Mithril Plate	44	7970	45	7173	46	6774	47	6376	48	5977	49	5579
Mithril Cloak	44	7510	45	6759	46	6383	47	6008	48	5632	49	5257
Aclaim Hat	45	6950	46	6255	47	5907	48	5560	49	5212	50	4865
Magical Ribbon	45	6150	46	5535	47	5227	48	4920	49	4612	50	4305
Mithril Helm	46	7290	47	6561	48	6196	49	5832	50	5467	51	5103
Mithril Circlet	46	7150	47	6435	48	6077	49	5720	50	5362	51	5005
Gothic Guard	47	9280	48	8352	49	7888	50	7424	51	6960	52	6496
Gothic Cardigan	48	9070	49	8163	50	7709	51	7256	52	6802	53	6349
Gothic Plate	49	9470	50	8523	51	8049	52	7576	53	7102	54	6629
Gothic Dress	49	8900	50	8010	51	7565	52	7120	53	6675	54	6230
Exile Hat	50	8260	51	7434	52	7021	53	6608	54	6195	55	5782
Gothic Ribbon	50	7310	51	6579	52	6213	53	5848	54	5482	55	5117
Gothic Helm	51	8650	52	7785	53	7352	54	6920	55	6487	56	6055
Holy Circlet	51	8480	52	7632	53	7208	54	6784	55	6360	56	5936
Phoenix Guard	52	10880	53	9792	54	9248	55	8704	56	8160	57	7616
Bloody Coat	53	10580	54	9522	55	8993	56	8464	57	7935	58	7406
Full Plate	54	11050	55	9945	56	9392	57	8840	58	8287	59	7735
Elder Cloak	54	10380	55	9342	56	8823	57	8304	58	7785	59	7266
Tiger Cap	55	9620	56	8658	57	8177	58	7696	59	7215	60	6734
Muffler Ribbon	55	8510	56	7659	57	7233	58	6808	59	6382	60	5957
Demon Helm	56	10110	57	9099	58	8593	59	8088	60	7582	61	7077
Angel Circlet	56	9920	57	8928	58	8432	59	7936	60	7440	61	6944
Diamond Guard	57	12530	58	11277	59	10650	60	10024	61	9397	62	8771
Holy Coat	58	12210	59	10989	60	10378	61	9768	62	9157	63	8547
Absolutely	59	12750	60	11475	61	10837	62	10200	63	9562 64		8925
Witch Dress	59	11990	60	10791	61	1019162		9592	63	899264		8393
Happy Hat	60	11110	61	9999 62		944363		8888	64	833265		7777
Phoenix Ribbon	60	9840	61	8856 62		8364 63		7872	64	738065		6888
Sacred Helm	61	11660	62	10494 63		9911	64	9328	65	8745 66		8162
Gold Circlet	61	11450	62	10305 63		9732	64	9160	65	8587 66		8015
Platinum Guard	62	14340	63	12906	64	12189	65	11472	66	10755 67		10038

Items for Sale	On Sale		Discount 1		Discount 2		Discount 3		Discount 4		Discount 5	
	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price
Queen Coat	63	14000	64	12600	65	11900	66	11200	67	10500	68	9800
Reflex	64	14600	65	13140	66	12410	67	11680	68	10950	69	10220
Platinum Cloak	64	13740	65	12366	66	11679	67	10992	68	10305	69	9618
Doctor Cap	65	12730	66	11457	67	10820	68	10184	69	9547	70	8911
Heaven's Ribbon	65	11250	66	10125	67	9562	68	9000	69	8437	70	7875
Golden Helm	66	13350	67	12015	68	11347	69	10680	70	10012	71	9345
Platinum Circlet	66	13090	67	11781	68	11126	69	10472	70	9817 71		9163
Elemental Guard	67	16290	68	14661	69	13846	70	13032 71		12217 72		11403
Hero Coat	68	15840	69	14256	70	13464	71	12672 72		11880 73		11088
Gold Armor	69	16580	70	14922	71	14093	72	13264 73		12435 74		11606
Elemental Cloak	69	15550	70	13995	71	13217	72	12440 73		11662	74	10885
Hero Hat	70	14430	71	12987	72	12265	73	11544	74	10822	75	10101
Maxwell Ribbon	70	12760	71	11484	72	10846	73	10208 74		9570 75		8932
Dragon Helm	71	15130	72	13617	73	12860	74	12104 75		11347 76		10591
Queen Circlet	71	14850	72	13365	73	12622	74	11880 75		11137	76	10395
Princess Guard	72	18340	73	16506	74	15589	75	14672 76		13755	77	12838
Chrityan Coat	73	17860	74	16074	75	15181	76	14288 77		13395	78	12502
Dragon Mail	74	18670	75	16803	76	15869	77	14936 78		14002	79	13069
Misty Cloak	74	17540	75	15786	76	14909	77	14032 78		1315579		12278
Streak Hat	75	16230	76	14607	77	13795	78	12984 79		12172 80		11361
Weird Ribbon	75	14340	76	12906	77	12189	78	11472 79		10755 80		10038
Rare Helm	76	17030	77	15327	78	14475	79	13624	80	12772 81		11921
Rare Circlet	76	16700	77	15030	78	14195	79	13360	80	12525 81		11690
Rare Protector	77	20490	78	18441	79	17416	80	16392	81	15367 82		14343
Rare Coat	78	19970	79	17973	80	16974	81	15976	82	14977	83	13979
Rare Plate	79	20860	80	18774	81	17731	82	16688	83	15645	84	14602
Rare Cloak	79	19590	80	17631	81	16651	82	15672	83	14692	84	13713
Viking Hat	80	18160	81	16344	82	15436	83	14528	84	13620 85		12712
Black Ribbon	80	16060	81	14454	82	13651	83	12848	84	12045 85		11242
General Helm	81	19050	82	17145	83	16192	84	15240 85		14287	86	13335
Moon Circlet	81	18700	82	16830	83	15895	84	14960 85		14025	86	13090
Glorious Guard	82	22810	83	20529	84	19388 85		18248 86		17107	87	15967
Vermilion	83	22180	84	19962	85	18853	86	17744 87		16635	88	15526
Ocean Blue	84	23200	85	20880	86	19720 87		18560 88		17400	89	16240
Warlock Cloak	84	21790	85	19611	86	18521 87		17432 88		16342	89	15253
Fighting Cap	85	20180	86	18162	87	17153	88	16144 89		15135	90	14126
Ancient Cloth	85	17830	86	16047	87	15155	88	14264 89		13372	90	12481
Glorious Helm	86	21180	87	19062	88	18003	89	16944 90		15885	91	14826
Sol Circlet	86	20800	87	18720	88	17680	89	16640 90		15600	91	14560
Moon Guard	87	25220	88	22698	89	21437	90	20176	91	18915	92	17654
Duality	88	24560	89	22104	90	20876	91	19648	92	18420	93	17192
Deep Crimson	89	25670	90	23103	91	21819	92	20536	93	19252	94	17969
Moon Cloak	89	24110	90	21699	91	20493	92	19288	93	18082	94	16877
Wizard's Hat	90	22350	91	20115	92	18997	93	17880	94	16762	95	15645
Moon Ribbon	90	19780	91	17802	92	16813	93	15824	94	14835	95	13846
Star Helm	91	23460	92	21114	93	19941	94	18768	95	17595	96	16422
Elemental Circlet	91	23010	92	20709	93	19558	94	18408	95	17257	96	16107
Lightning Guard	92	27740	93	24966	94	23579	95	22192	96	20805	97	19418
Shining Coat	93	27010	94	24309	95	22958	96	21608	97	20257	98	18907
Mam Pain	94	28230	95	25407	96	23995	97	22584	98	21172	99	19761
Mirage Cloak	94	26530	95	23877	96	22550	97	21224	98	19897 99		18571
Divine Pellet	95	24560	96	22104	97	20876	98	19648	99	18420 100		17192
Princess Ribbon	95	21730	96	19557	97	18470	98	17384	99	16297 100		15211

Items for Sale	On Sale		Discount 1		Discount 2		Discount 3		Discount 4		Discount 5	
	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price	Level	価格
Lightning Helm	96	25810	97	23229	98	20648	99	19357	100	18067	–	–
Shining Veil	96	25300	97	22770	98	20240	99	18975	100	17710	–	–
Innocent Guard	100	29890	–	–	–	–	–	–	–	–	–	–
Tactics Coat	100	29110	–	–	–	–	–	–	–	–	–	–
The Black Mail	100	30430	–	–	–	–	–	–	–	–	–	–
Rose Dress	100	28570	–	–	–	–	–	–	–	–	–	–
The Black Helm	100	27800	–	–	–	–	–	–	–	–	–	–
Tactics Beret	100	26470	–	–	–	–	–	–	–	–	–	–
Innocent Crest	100	27260	–	–	–	–	–	–	–	–	–	–
Rose Ribbon	100	23410	–	–	–	–	–	–	–	–	–	–

Accessory Shop

Items for Sale	On Sale		Discount 1		Discount 2		Discount 3		Discount 4		Discount 5	
	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price
Cloak	1	1000	3900		5	850	7	800	9	75011		700
Boots	1	2000	3	1800	5	1700	7	1600	9	150011		1400
Piyohan	2	1000	4	900	6	850	8	800	10	750	12	700
Heal Bangle	3	3000	5	2700 7		2550	9	2400	11	2250	13	2100
Resist Mark	4	3000	6	2700 8		2550	10	2400	12	2250	14	2100
Leather Mantle	5	2000	7	1800 9		1700	11	1600	13	1500	15	1400
Protect Mark	6	3000	8	2700	10	2550	12	2400	14	2250	16	2100
Magic Mark	7	3000	9	2700	11	2550	13	2400	15	2250	17	2100
Feat Mark	8	3000	10	2700	12	2550	14	2400	16	2250	18	2100
Poison Charm	9	2000	11	1800	13	1700	15	1600	17	1500	19	1400
Leather Boots	10	5000	12	4500	14	4250	16	4000	18	3750	20	3500
Wind Mantle	11	7000	13	6300	15	5950	17	5600	19	5250	21	4900
Seal Charm	12	2000	14	1800	16	1700	18	1600	20	1500	22	1400
Earth Mantle	13	7000	15	6300	17	5950	19	5600 21		5250	23	4900
Heart Ring	14	5000	16	4500	18	4250	20	4000 22		3750	24	3500
Sheaves Mantle	15	3000	17	2700	19	2550	21	2400 23		2250	25	2100
Dark Mantle	16	7000	18	6300	20	5950	22	5600	24	5250	26	4900
Link Charm	17	2000	19	1800	21	1700	23	1600	25	1500	27	1400
Intelligence Ring	18	5000	20	4500	22	4250	24	4000	26	3750	28	3500
Mind Charm	19	2000	21	1800	23	1700	25	1600	27	1500	29	1400
Fine Boots	20	7000	22	6300	24	5950	26	5600 28		5250	30	4900
Aqua Mantle	21	7000	23	6300	25	5950	27	560029		5250	31	4900
Dexterity Ring	22	5000	24	4500	26	4250	28	4000	30	3750	32	3500
Flare Mantle	23	7000	25	6300	27	5950	29	5600	31	5250	33	4900
Stone Charm	24	2000	26	1800	28	1700	30	1600	32	1500	34	1400
Quick Ring	25	5000	27	4500	29	4250	31	4000	33	3750	35	3500
Stamina Ring	26	5000	28	4500	30	4250	32	4000	34	3750	36	3500
Might Ring	27	5000	29	4500	31	4250	33	4000	35	3750	37	3500
Knights Symbol	28	3000	30	2700	32	2550	34	2400	36	2250	38	2100
Light Mantle	29	7000	31	6300	33	5950	35	5600	37	5250	39	4900
Iron Leggings	30	9000	32	8100	34	7650	36	7200	38	6750	40	6300
Piyonon	31	3000	33	2700	35	2550	37	2400	39	2250	41	2100
Poison Check	32	5000	34	4500	36	4250	38	4000	40	3750	42	3500
Seal Check	33	5000	35	4500	37	4250	39	4000	41	3750	43	3500
Mind Check	34	5000	36	4500	38	4250	40	4000	42	3750	44	3500

Items for Sale	On Sale		Discount 1		Discount 2		Discount 3		Discount 4		Discount 5	
	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price
Stone Check	35	5000	37	4500	39	4250	41	4000	43	3750	45	3500
Link Check	36	5000	38	4500	40	4250 42		4000	44	3750	46	3500
Black Onyx	37	6000	39	5400	41	5100 43		4800	45	4500	47	4200
Reverse Doll	38	3000	40	2700	42	2550 44		2400 46		2250	48	2100
Monocle	39	11000	41	9900	43	9350 45		8800 47		8250	49	7700
Silver Leggings	40	11000	42	9900	44	9350 46		8800	48	8250	50	7700
Resist Symbol	41	7000	43	6300	45	5950 47		5600	49	5250	51	4900
Protect Symbol	42	7000	44	6300	46	5950	48	5600	50	5250	52	4900
Magic Symbol	43	7000	45	6300	47	5950	49	5600	51	5250	53	4900
Feat Symbol	44	7000	46	6300	48	5950	50	5600	52	5250	54	4900
Paladin Mantle	45	9000	47	8100	49	7650	51	7200	53	6750	55	6300
Holy Symbol	46	12000	48	10800	50	10200	52	9600	54	9000	56	8400
Sephira	47	11000	49	9900	51	9350	53	8800	55	8250	57	7700
Garnet	48	9000	50	8100	52	7650	54	7200 56		6750	58	6300
Aquamarine	49	9000	51	8100 53		7650 55		7200	57	6750	59	6300
Gold Leggings	50	14000	52	12600 54		11900 56		11200	58	10500	60	9800
Opal	51	9000	53	8100	55	7650 57		7200	59	6750	61	6300
Ruby	52	9000	54	8100	56	7650 58		7200	60	6750	62	6300
Diamond	53	9000	55	8100	57	7650 59		7200	61	6750	63	6300
Amethyst	54	9000	56	8100	58	7650 60		7200	62	6750	64	6300
Mental Symbol	55	14000	57	12600	59	11900 61		11200	63	10500	65	9800
Mental Bangle	56	3000	58	2700	60	2550 62		2400	64	2250	66	2100
Miracle Bangle	57	7000	59	6300	61	5950	63	5600	65	5250	67	4900
Moonstone	58	6000	60	5400	62	5100	64	4800	66	4500	68	4200
Soul Ring	59	7000	61	6300	63	5950	65	5600	67	5250	69	4900
Rare Boots	60	16000	62	14400	64	13600	66	12800	68	12000	70	11200
Wisdom Ring	61	7000	63	6300	65	5950	67	5600	69	5250	71	4900
Art Ring	62	7000	64	6300	66	5950	68	5600	70	5250	72	4900
Agility Ring	63	7000	65	6300	67	5950	69	5600	71	5250	73	4900
Toughness Ring	64	7000	66	6300	68	5950	70	5600	72	5250	74	4900
Gigas Sling	65	7000	67	6300	69	5950	71	5600	73	5250	75	4900
Resume Ring	66	9000	68	8100	70	7650	72	7200	74	6750	76	6300
World Check	67	17000	69	15300	71	14450	73	13600	75	12750	77	11900
Elemental Mantle	68	17000	70	15300	72	14450	74	13600	76	12750	78	11900
Amulet	69	34000	71	30600	73	28900	75	27200	77	25500	79	23800
Dark Seal	70	9000	72	8100	74	7650	76	7200	78	6750	80	6300
Alexandrite	71	11000	73	9900	75	9350	77	8800	79	8250	81	7700
Persia Boots	72	18000	74	16200	76	15300	78	14400	80	13500	82	12600
Misty Mark	73	17000	75	15300 77		14450	79	13600	81	12750	83	11900
Hunter's Monocle	74	23000	76	20700 78		19550	80	18400	82	17250	84	16100
Exceed	75	34000	77	30600 79		28900	81	27200	83	25500	85	23800
Emerald Ring	76	22000	78	19800 80		18700	82	17600	84	16500	86	15400
Blue Sephira	77	23000	79	20700 81		19550	83	18400	85	17250	87	16100
Link Up	78	17000	80	15300 82		14450	84	13600	86	12750	88	11900
Link Long	80	17000	82	15300	84	14450	86	13600	88	12750	90	11900
Demon's Seal	82	17000	84	15300	86	14450	88	13600	90	12750	92	11900
Fairy Ring	84	46000	86	41400	88	39100	90	36800	92	34500	94	32200
Misty Symbol	88	28000	90	25200	92	23800	94	22400	96	21000	98	19600
The Red Mantle	92	17000	94	15300	96	14450	98	13600	100	12750	–	–
The Blue Mantle	94	17000	96	15300	98	14450	100	13600	–	–	–	–
Risky Ring	96	34000	98	30600	100	28900	–	–	–	–	–	–
Clona Symbol	98	46000	100	41400	–	–	–	–	–	–	–	–
Zexeed	100	57000	–	–	–	–	–	–	–	–	–	–

Cookshop

Items for Sale	On Sale		Discount 1		Discount 2		Discount 3		Discount 4		Discount 5	
	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price
Sandwich - Regular	1	300	2	240	3	180	4	150	5	120	6	90
Pudding Bun - Regular	1	300	2	240	3	180	4	150	5	120	6	90
Meat Sauce • Normal	1	250	2	200	3	150	4	125	5	100	6	75
Fried Noodles - Regular	1	250	2	200	3	150	4	125	5	100	6	75
Cider Rice - Regular	1	500	2	400	3	300	4	250	5	200	6	150
Mapo Curry - Regular	1	500	2	400	3	300	4	250	5	200	6	150
Sandwich - Large	2	1200	3	960	4	720	5	600	6	480	7	360
Pudding Bun - Large	2	1200	3	960	4	720	5	600	6	480	7	360
Meat Sauce • Large	3	1000	4	800	5	600	6	500	7	400	8	300
Yakisoba · Large	3	1000	4	800	5	600	6	500	7	400	8	300
Cider Rice - Large	4	2000	6	1600	8	1200	10	1000	12	800	14	600
Mapo Curry - Large	4	2000	6	1600	8	1200	10	1000	12	800	14	600
Tofu senbei (regular)	5	300	7	240	9	180	11	150	13	120	15	90
Potato Salad - Regular	5	250	7	200	9	150	11	125	13	100	15	75
Orange Soup - Regular	5	500	7	400	9	300	11	250	13	200	15	150
Sandwich · Special	6	2400	8	1920	10	1440	12	1200	14	960	16	720
Purin pan (special)	6	2400	8	1920	10	1440	12	1200	14	960	16	720
Meat Sauce · Extra	7	1500	10	1200	13	900	16	750	19	600	22	450
Yakisoba · Extra	7	1500	10	1200	13	900	16	750	19	600	22	450
Cider Rice - Special	8	3000	11	2400	14	1800	17	1500	20	1200	23	900
Mapo Curry - Special	8	3000	11	2400	14	1800	17	1500	20	1200	23	900
Tofu Senbei · Large	9	1200	12	960	15	720	18	600	21	480	24	360
Potato Salad - Large	9	1000	12	800	15	600	18	500	21	400	24	300
Orange Soup - Large	9	2000	12	1600	15	1200	18	1000	21	800	24	600
French Toast · 並	10	1200	14	960	18	720	22	600	26	480	30	360
Chocolate Parfait 並	10	1200	14	960	18	720	22	600	26	480	30	360
Omu-soba · Regular	11	1000	15	800	19	600	23	500	27	400	31	300
Vegetable Sticks – Regular	11	1000	15	800	19	600	23	500	27	400	31	300
Beef Bowl (Regular)	12	2000	16	1600	20	1200	24	1000	28	800	32	600
Miso Soup with Tofu - Regular	12	2000	16	1600	20	1200	24	1000	28	800	32	600
Tofu Senbei · Special	13	2400	18	1920	23	1440	28	1200	33	960	38	720
Potato Salad - Extra Large	13	1500	18	1200	23	900	28	750	33	600	38	450
Orange Soup · Special	13	3000	18	2400	23	1800	28	1500	33	1200	38	900
French Toast · Large	14	2400	19	1920	24	1440	29	1200	34	960	39	720
Chocolate Parfait · Large	14	2400	19	1920	24	1440	29	1200	34	960	39	720
Omu-soba · Large	15	2000	20	1600	25	1200	30	1000	35	800	40	600
Vegetable Sticks - Large	15	2000	20	1600	25	1200	30	1000	35	800	40	600
Beef bowl (large)	16	4000	22	3200	28	2400	34	2000	40	1600	46	1200
Tofu Miso Soup · Large	16	4000	22	3200	28	2400	34	2000	40	1600	46	1200
Fruit Cheese · Regular	17	1200	23	960	29	720	35	600	41	480	47	360
Fruit Salad · Regular	17	1000	23	800	29	600	35	500	41	400	47	300
Pot-au-feu - Regular	17	2000	23	1600	29	1200	35	1000	41	800	47	600
French Toast · Special	18	3600	24	2880	30	2160	36	1800	42	1440	48	1080
Chocolate Parfait - Special	18	3600	24	2880	30	2160	36	1800	42	1440	48	1080
Omu-soba · Extra	19	3000	26	2400	33	1800	40	1500	47	1200	54	900
Vegetable Sticks - Extra Large	19	3000	26	2400	33	1800	40	1500	47	1200	54	900
Gyūdon - Special	20	6000	27	4800	34	3600	41	3000	48	2400	55	1800
Tofu Miso Soup · Special	20	6000	27	4800	34	3600	41	3000	48	2400	55	1800
Fruit Cheese - Large	21	2400	28	1920	35	1440	42	1200	49	960	56	720
Fruit Salad - Large	21	2000	28	1600	35	1200	42	1000	49	800	56	600
Pot-au-feu - Large	21	4000	28	3200	35	2400	42	2000	49	1600	56	1200
Croquette Bun · Regular	22	2400	30	1920	38	1440	46	1200	54	960	62	720

Items for Sale	On Sale		Discount 1		Discount 2		Discount 3		Discount 4		Discount 5	
	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price	Level	Price
Peach Pie - Regular	22	2400	30	1920	38	1440	46	1200 54		960	62	720
Takoyaki Ramen · Regular	23	2000	31	1600	39	1200	47	1000 55		800	63	600
Seaweed Salad · Regular	23	2000	31	1600	39	1200	47	1000	55	800	63	600
Chicken Nanban Roll - Regular	24	4000	32	3200	40	2400	48	2000	56	1600	64	1200
Seafood Stew - Regular	24	4000	32	3200	40	2400	48	2000	56	1600	64	1200
Fruit Cheese · Extra	25	3600	34	2880	43	2160	52	1800	61	1440	70	1080
Fruit Salad (Special)	25	3000	34	2400	43	1800	52	1500	61	1200	70	900
Pot-au-feu - Special	25	6000	34	4800	43	3600	52	3000	61	2400	70	1800
Korokke Bread Large	26	4800	35	3840	44	2880	53	2400	62	1920	71	1440
Beach Pie Large	26	4800	35	3840	44	2880	53	2400	62	1920	71	1440
Takoyaki Ramen · Large	27	4000	37	3200	47	2400	57	2000	67	1600	77	1200
Seaweed Salad - Large	27	4000	37	3200	47	2400	57	2000	67	1600	77	1200
Chicken Nanban Roll - Large	28	8000	38	6400	48	4800	58	4000	68	3200	78	2400
Seafood Stew Large	28	8000	38	6400	48	4800	58	4000	68	3200	78	2400
Cream Croquette Parfait Regular	29	2400	40	1920	51	1440	62	1200	73	960	84	720
Fruit Yakisoba Regular	29	2000	40	1600	51	1200	62	1000	73	800	84	600
Cream Gyudon (Regular)	29	4000	40	3200	51	2400	62	2000	73	1600	84	1200
Korokke Bread Special	30	7200	41	5760	52	4320	63	3600	74	2880	85	2160
Beach Pie Special	30	7200	41	5760	52	4320	63	3600	74	2880	85	2160
Takoyaki Ramen Special	31	6000	43	4800	55	3600	67	3000	79	2400	91	1800
Seaweed Salad Special	31	6000	43	4800	55	3600	67	3000	79	2400	91	1800
Chicken Nanban Roll Special	32	12000	44	9600	56	7200	68	6000	80	4800	92	3600
Seafood Stew Special	32	12000 44		9600	56	7200	68	6000	80	4800	92	3600
Cream Croquette Buffet Large	33	4800 46		3840	59	2880	72	2400	85	1920	98	1440
Fruit Yakisoba Large	33	4000 46		3200 59		2400	72	2000	85	1600	98	1200
Cream Beef Bowl Large	33	8000 46		6400 59		4800	72	4000	85	3200	98	2400
Cream Croquette Parfait Special	34	7200 47		5760 60		4320	73	3600	86	2880	100	2160
Fruit Yakisoba Special	34	6000 47		4800 60		3600	73	3000 86		2400	100	1800
Cream Beef Bowl Special	34	12000 47		9600 60		7200	73	6000 86		4800	100	3600

TOPICS How to earn gald using cooking effects

There are dishes that increase the gald obtained, but acquiring dishes is basically done by purchasing them in shops. Therefore, depending on the amount of gald obtained, you can end up at a loss. To profit from such dishes, calculate the cost per battle as "dish price ÷ effect duration," and then check whether "the gald gained from the dish − cost per battle" becomes positive.

Check whether the "battle price" becomes positive. The table below summarizes the amounts of gald obtained that yield profit for each dish.

If you buy "Mapo Curry (Special)" at cost price, you will profit if the gald obtained is 1004 or more. When farming gald with dishes, use the table below as a reference when choosing which dish to use.

Difference between dish effects and profit from gald obtained

Cooking				Gald obtained required to yield profit	
Dish name	Size	Gald increase rate	Effect duration	When price is at maximum	If the price is the lowest
Mapo Curry	Normal Large Special	30%	4 battles	420	129
		30%	7 battles	956	289
		30%	10 battles	1004	304
Tofu Miso Soup	Normal Large Special	60%	3 Battles	1113	335
		60%	5 Combat	1335	402
		60%	8 Battles	1252	377
Seafood Stew	Normal Large Special	100%	2 Battles	2001	601
		100%	3 Battles	2668	801
		100%	5 Combat	2401	721

敵データ
Enemy Data

This introduces all 307 monsters registered in the Monster Records in Japanese syllabary order. Since it also includes
please refer to it during battles.

How to read the data

1 Appearance

Enemy appearance.

② Name

Enemy name. Enemies with the same name but different abil ities are distinguished by numbering such as (1), (2), etc.

Type

Enemy type. Related to behavior patterns and ally suppor t (P.041).

Level

Enemy level.

HP/TP

Enemy maximum HP and maximum TP.

Steel Body

Enemy steel body value. The higher this value, the less likely t he enemy is to be staggered when attacked.

7 Status

The enemy's physical attack/physical defense/magic attack/magic defense/
Strength/Vitality/Intelligence/Spirit/Agility/Dexterity.

8 Weight

Enemy weight. Divided into four levels: Super Heavy > Heavy > Normal > Light; the heavier an enemy is, the less likely it is to b e lifted or blown away. Note that some techniques/spells are not affected by this.

⑨ Speed

The enemy movement speed. It is divided into five levels: Fast > Slightly Fast > Normal > Slightly Slow > Slow.

10 Defense Attributes

Resistance to each of the enemy's attributes. When perfor ming an attack that has an attribute, the damage dealt is modified to the percentage value shown. For example, if it says "Fire 70", the damage dealt by fire-attribute attacks wi ll be 70% of the original. Conversely, if the value is greater than 100, damage increases; if it is 100, it is absorbed. Whe n damage decreases the value is shown in red, when it incr eases in blue, and when it is absorbed in green.

11 EXP

The experience points gained when you defeat that enemy. It varies depending on the difficulty with your allies (p.027).

12 Gald

The Gald obtained when you defeat that enemy.

13 Dropped Items

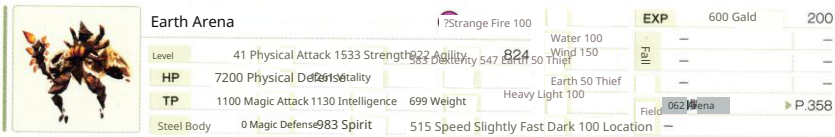
Items that the enemy may drop when defeated, and the drop rates.

14 Stealable Items

Items that can sometimes be stolen from that enemy, and the steal probability.

15 locations

Main locations where that enemy appears. If a sub-event na me is included, it indicates the enemy appears during that event.


Earth Arena
?Strange Fire 100
Water 100
Wind 150
Earth 50 Thief
Heavy Light 100
Level 41 Physical Attack 1533 Strength 827 Agility 824
HP 7200 Physical Defense Vitality
TP 1100 Magic Attack 1130 Intelligence 699 Weight
Steel Body 0 Magic Defense 983 Spirit
515 Speed Slightly Fast Dark 100 Location
EXP 600 Gald 200
Fall
Field
062 Arena P.358

Earth Element

?Strange

Level	52	Physical Attack	1249	Strength	1022	Agility	984	Fire 100	EXP	771 Gald	253
HP	8200	Defense	1480	Stamina	686	Dexterity	687	Water 100	Fall	Yūma Dōjin (夕魔導師)	35%
TP	1505	Magic Attack	1714	Intelligence	799	Weight	Heavy	Wind 150	Fall	–	–
Steel Body	0	魔防	1087	Spirit	515	Speed	Slightly Fast	Earth 50 Thief Sus Color Pompon			80%
								Light 100 World Spirits Path			▶P.288
								闇 100	Location -		

Earth Golem

Guard

Level	60	Physical Attack	1206	Strength	1148	Agility	808	Fire 100 EXP		1400 Gald	451
HP	12800	Physical Defense	1583	Stamina	866	Dexterity	753	Water 100	Fall	Navimetal	40%
TP	778	Magic Attack	1624	Intelligence	828	Weight	Heavy	Wind 150	Fall	Dark Bottle	20%
Steel Body		0 Magic Defense	1338	Spirit	721	Speed	Slow	Earth 50 Light 100		Steal Norivavius Ore	50%
								Es		Path of World	▶P.317
								sence (2) Noble 100	Location -		

Ice Golem

Guard Fire 150 Water 50 W

Level	40	Physical Attack	1189	Strength	765	Agility	490	ind 100 De	EXP	313 Gald	113
HP	8900	Defense	1101	Vitality	654			xterity 306	Fall	Meadow Crystal	30%
TP	487	Magic Attack	651	Intelligence	384			Earth 100 Weight	Fall	Liqueur Bottle	20%
Steel Body		0 Magic Defense	678	Spirit	418	Agility	100	Heavy Light 100		Steal Meadow Crystal	50%
								Slow Pavilion	Venue	Zaira Forest	▶P.269
									Location	Arena	▶P.358

Ice Skeleton

?Strange

Level	39	Physical Attack	1029	Strength	628	Agility	508	Fire 130	EXP	259 Gald	109
HP	6600	Physical Defense	911	Stamina	481	dexterity	383	Water 70	Fall	Meadow Crystal	40%
TP	1065	Magic Attack	1143	Intelligence	671	Weight	Heavy	Wind 100	Fall	Dark Bottle	20%
Steel Body		0 Magic Defense	730	Spirit	347	Speed	Slightly Fast	ground 70		[Strange Thief's Mass]	80%
								Light 100	av	Kukuru Ice C	▶P.261
								闇 100	ern Location		

Ice Harpy

Magic

Level	38	Physical Attack	801	Strength	488	Agility	405	Fire 150	EXP	139 Gald	102
HP	4400	Physical Defense	694	Vitality	354	Dexterity	354	Water 50	Fall	Meadow Crystal	40%
TP	1399	Magic Attack	1018	Intelligence	722	Weight	Normal	風 100	Fall	Treat	5%
Copper Body		0 Magic Defense	778	Spirit	422	Speed	Normal	Earth 100 Thief Meadow Crystal			50%
								Light 100	Venue	Seirai Coldplain	▶P.264
								Normal 100	Venue	lace Tōrai Coldplain	▶P.259

Ice Beak

Power

Level	39	Physical Attack	1029	Strength	622	Agility	516	Fire	150	EXP	138 Gald	115
HP	4600	Physical Defense	932	Vitality	488	Skill		Water 50		Fall	Raptor Claw	30%
TP	933	Attack	569	Intelligence	344	Weight	Normal	Wind 100		Fall	Liquor Bottle	20%
Copper Body		0 Magic Defense	458	Spirit	205	Speed	Fast	307 Earth 100		盗	Raptor Claw	50%
								Light 100		Venue	Seirai Coldplain	▶P.264
								Rouge 100		Venue	lace Tōrai Coldplain	▶P.259

Ice Mandragora

Technique

Level	39	Physical Attack	847	Strength	524	Agility	408	Fire 150 EXP		100 Gald	122
HP	3800	Physical Defense	744	Stamina	395	Dexterity	745	Water 50	Fall	Herb	40%
TP	2200	Magic Attack	1001	Intelligence	489	Weight	Light	Wind 100	Fall	Holy Bottle	20%
Steel Body		0 Magic Defense	869	Spirit	325	Speed	Normal	Ground 50	盗	Specific	30%
								Light 100	Venue	Kukulu Ice Cavern	▶P.261
								闇	Location	Arena	▶P.358

Girl in a red dress

Boss

Level	5	Physical Attack	161	Strength	88	Agility	78	Fire 50	EXP	250 Gald	500
HP	3000	Physical Defense	186	Stamina	132	Dexterity	82	Water 150	Fall	–	–
TP	450	Magic Attack	169	Intelligence	102	Weight	Normal	Wind 100	Fall	–	–
Steel Body	3	魔防	159	Spirit	90	Speed	Slightly Fast	Earth 100 Thief		–	–
								Light 100	tit	Rafort Research Ins	▶P.163
								闇	ute Place -		

Aqua Dragon 1

Boss

Level	40	Physical Attack	1244	Strength	1213	Agility	921	Fire 130	EXP	3000 Gald	2500
HP	36000	Physical Defense	1691	Physical Strength	896	Dexterity	987	Water 70		Heal Bangle	100%
TP	1800	Magic Attack	2064	Intelligence	1183	Weight	Overweight	Wind 100	Fall	–	–
Steel Body		5 Magic Defense	1776	Spirit	948	Speed	Slightly Fast	Earth 100 Thief	Fall	–	–
								Light 100	場	Kukuru Ice Cavern	▶P.263
								Area 100 Location Cave 08 Monsters			▶P.344

フクブ式ラ1 (Arena)

B Boss

Level	47 Physical Attack	2842 Strength	1344 Agility	945	
HP	40,000 Physical Defense	1693 Stamina	1158 Dexterity	844 Ground 100 Thief	
TP	2400 Magic Attack	2577 Intellect	1587 Weight	Overweight	
Steel Body	5 Magic Defense	1445 Spirit	922 Speed Confusion ye ye speed	100 Places	

Fire 130 / Water 70 / Wind 100 / Earth 100 / Light 100

EXP 10,000,000 Yen 1000

Fall – – / – – / – –

Venue 062 Arena ▶P.361 / –

Aqua Dragon 2

Boss

Level	40 Physical Attack	2726 Strength	1028 Agility	845	
HP	35,000 Physical Defense	1672 Stamina	958 Dexterity	778 ground 100 thieves	
TP	2200 Magic Attack	3320 Intelligence	1485 Omomi	Overweight	
Copper Body	5 Magic Defense	1605 Spirit	842 Speed also also speed	100 places	

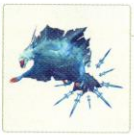
Fire 130 / Water 70 / Wind 100 / Light 100

EXP Under 30,000,000 2500

Fall Mental Bangle 100% / – – / – –

Field Kukuru Ice Cavern ▶P.263

089 Cave Monsters ▶P.344



フClub-style 2 (Arena)

Boss

Level	50 Physical Attack	2834 Strength	1288 Agility	892	
HP	40000 Physical Defense	1590 Stamina	1058 Dexterity	902	
TP	3000 Magical Attack	2744 Intelligence	1699 Weight	Overweight	
Copper Body	5 Magic Defense	1603 Spirit	1022 Ancient Yeye Speed	100	

Fire 130 / Water 70 / Wind 100 / Earth 100 / Light 100

EXP 10 million yuan 1000

Fall – – / – – / – –

Thief Location 062 闘技場 ▶P.361 / –

zz (ヴ

B Boss

Level	33 Physical Attack	2176 Strength	961 Agility	768	
HP	30000 Physical Defense	1926 Stamina	773 Dexterity	785	
TP	1900 Magic Attack	1102 Intelligence	1066	Heavy・Normal	
Steel Body	4 Magic Defense	1810 Spirit	826	Speed Very Very Fast	100

Fire 50 / Water 150 / Wind 100 / Earth 100 / Light 100

EXP 30,000,000 yuan 3000

Fall ガーネット 100% / – – / – –

盗 Lemon Gummy 100%

場 Ilfan ▶P.247

Place-

アグリア (2)

Boss

Level	51 Physical Attack	3476 Strength	1855 Agility	1552	
HP	45000 Physical Defense	2693 Stamina	1451 Dexterity	Earth 100	
TP	3400 Magic Attack	3132 Intelligence	1714 Weight	Normal Light 100	
Copper Body	5 Magic Defense	2326 Spirit	1457	Speed: Rather Fast 闇 100 Location	

Fire 50 / Water 150 / Wind 100

EXP 10000 Ten-thousand yuan 12500

Wisdom Ring 100%

Drop – –

Thief5凡1931ル 100%

Venue Ni·Akelia Spiritual Mountain ▶P.287 / –

アア(Arena)

Boss

Level	62 Physical Attack	4035 Strength	2314 Agility	1685	
HP	38000 Physical Defense	2224 Stamina	1551 Dexterity	1244 Earth 100 Thievery	
TP	4100 Magic Attack	3321 Intelligence	1855 Weight	Normal Light 100	
Copper Body	6 Magic Defense	2916 Spirit	1599 Fast Ye Ye Fast()	100 Places	

Fire 50 / Water 150 / Wind 100

EXP 10 million yuan 0

Fall – – / – – / – –

Venue [CE Arena ▶P.362 / –

Zi·One·Child Sword Soldier

Technique

Level	37 Physical Attack	2363 Strength	494 Agility	498	
HP	3400 Physical Defense	2928 Stamina	355 Dexterity	692 Earth 100 Thief	
TP	1852 Magic Attack	868 Intelligence	365 Heaviness	Normal Light 100 Field 77++	
Steel Body	○ Magic Defense	791 Spirit	287	Speed Slightly Fast Barrier 100 Opening Arena ▶P.358	

150 / Fire / Water 100 / Wind 100

EXP 1.14 million Card 98

Fall Beehive 40% / Life Bottle 10% / 50%

Eight One Lower Swamp P.256

Field 77++ Eight One Lower Swamp P.256

ア·エ·ル Royal Guard Swordsman

Technique Fire

Level	29 Physical Attack	2743 Strength	436 Agility	404	
HP	4900 Physical Defense	656 Vitality	327 Dexterity	596 Earth 100	
TP	1708 Magic Attack	724 Intelligence	310 Heavy Normal Light 100		
Copper Body	○ Magic Defense	705 Spirit	286 Sugu Yeye Su () Gate 100		

150 / Water 100 / Wind 150

EXP 640,000 Yen Card 62

Fall Crown Feather 40% / Orange Gummy 20%

Steal Crown Feather 50%

場 Kan Bulk ※ ▶P.242

Location -

Zi·Yie·Heavy Close-Range Guard

① Strength Once

Level	29 Physical Attack	769 Arm Strength	449 Agility	389	
HP	5000 Physical Defense	2566 Stamina	433 Dexterity	224	
TP	442 Magic Attack	576 Intelligence	391 Weight	Normal Light 100	
Steel Body	0 Magic Defense	467 Spirit	255 Sokuya yaya Soku()	100 Places	

Fire 150 / Water 100 / Wind 150 / Earth 100

EXP 620,000 yen 77

Fall Pelt 40% / Apple Gummy 20%

盗 Lemon Gummy 50%

Venue Kan Balk ※ ▶P.242 / –

※: Part 2 Appearance of the Frog M Strength, Hachi JL Ku Four–.

* Enemy Xi

Azure Heavy Spearman

Guard

Level	37	Physical Attack	865	Strength	491
HP	4000	Physical Defense	907	Stamina	544
TP	466	Magic Attack	745	Intelligence	373
Copper Body	0	魔防	600	Spirit	291

Agility 442
Dexterity 375
Weight: Normal
Speed: Slightly Fast

Fire 150
Water 100
Wind 100
Earth 100
Light 100
闇 100

EXP 118 Gald 106
Fall: Beehive 40%, Liquor Bottle 20%
盗: Beehive 70%
Field: Faizapado Marsh P.256
Places 2 Arena P.357

Azure Magic Guard

Magic

Level	29	Physical Attack	522	Strength	286
HP	4200	Physical Defense	565	Stamina	340
TP	1025	Magic Attack	1048	Intelligence	559
Steel Body	0	Magic Defense	677	Spirit	345

Agility 281
Dexterity 368
Weight Normal
Speed Slightly Fast

Fire 150
Water 100
Wind 150
Earth 100
Light 100
Hear 100

EXP 66 Gald 81
Fall: Giant Shell 40%, Orange Gummy 20%
盗: Lemon Gummy Kan Bul 50%
※ P.242
Place —

A-Jule Mage

Magic

Level	36	Physical Attack	715	Strength	296
HP	3000	Physical Defense	819	Stamina	425
TP	1222	Magic Attack	1239	Intelligence	645
Steel Body	0	Magic Defense	941	Spirit	458

Agility 558
Dexterity 501 Earth 100 Thief Beehive
Weight Normal Light 100
Speed Somewhat Fast

Fire 150
Water 100
Wind 100
Light 100
闇 100

EXP 114 Gald 102
Fall: Beehive 40%, Orange Gummy 10%, 50%
Faizabird Marsh P.256
Venture Place 02 Arena P.358

A-Julespai (ア・ジュールスパイ)

Magic

Level	30	Physical Attack	643	Strength	398
HP	5200	Physical Defense	556	Stamina	290
TP	1066	Magic Attack	780	Intelligence	541
Copper Body	0	Magic Defense	617	Spirit	338

Agility 312
Dexterity 286 Earth 100 Thief Specific
Weight Normal
Speed Slightly Fast

Fire 150
Water 100
Wind 100
Light 100
闇 100

EXP 77 Gald 69
Fall: — —
100%
Il-Fan Locatio P.247

Ajureboir

Power

Level	36	Physical Attack	1024	Strength	665
HP	3800	Physical Defense	822	Vitality	425
TP	861	Magic Attack	696	Intelligence	391
Copper Body	0	Defense	554	Spirit	274

Agility 458
Dexterity 325 Earth 100
Weight Normal
Speed Slightly Fast

Fire 200
Water 100
Wind 100
Light 100
闇 100

EXP 95 Gald 90
Fall: Large Horn 40%, Treat 10%
盗: Large Horn 30%
Faizabird Marsh P.256

Axe Peak

Power

Level	4	Physical Attack	130	Strength	80
HP	1505	Defense	140	Stamina	92
TP	169	Magic Attack	94	Intelligence	46
Steel Body	0	Defense	92	Spirit	43

Agility 54
Skillful 67 Earth 100
Weight Normal
Agility Fast

Fire 100
Water 100
Wind 100
光 100
闇 100

EXP 12 Gald 16
Fall: Clean Feather 40%, Bird egg 40%
盗: Bird egg 30%
場: Garry Passage P.171
Location 04: Miscalculation in Monster Hunting P.326

Axe Peak (Spirit World)

Power

Level	45	Physical Attack	1400	Strength	878
HP	4900	Physical Defense	1093	Stamina	494
TP	1138	Magic Attack	767	Intelligence	460
Steel Body	0	Magic Defense	773	Spirit	459

Agility 706
Dexterity Normal
Weight
Agility

Fire 100
Water 100
Wind 100
Earth 150 (360)
Light 100
100

EXP 225 Gald 163
Fall: Panacea Bottle 30%, Pine Gum 20%
盗 —
場: Gari Passage (Spirit World) P.293
Place -

Alvin

Boss

Level	48	Physical Attack	1640	Strength	1045
HP	14000	Physical Defense	1819	Vitality	1144
TP	1000	Magic Attack	1782	Intelligence	954
Steel Body	4	Magic Defense	1720	Spirit	864

Agility 778
Dexterity 1109 Earth 100
Weight Normal Light 100
Speed Slightly Fast

100
Fire
Water 100
Wind 100
Armor 100

EXP 10000 Gald 5000
落: Feet Symbol 100%
—
盗 —
場: Hamil (2) P.283
Location

Alvin (Arena)

Boss

Level	60	Physical Attack	1925	Strength	1659
HP	22000	Physical Defense	2136	Stamina	1422
TP	1000	Magic Attack	1024	Intelligence	988
Steel Frame	5	Magic Defense	1343	Mind	887

Agility 1304
Tool-use 1098 Land 100 Thief
Weight Normal Light 100
Speed Slightly Fast

Fire 100 EXP
Water 100
Wind 100
闇 100

2000 Gald 2000
Fall: — —
— —
062 Arena P.363
Venture —

※Appears only between Ansted Barku in Chapter 2.

アロービー

スピード

Level	10	Physical Attack	223	Strength	175
HP	2650	Physical Defense	206	Stamina	154
TP	230	Magic Attack	230	Intelligence	147
Steel Body	0	Magic Defense	162	Spirit	62

Agility 196
Dexterity 118
Weight Light
Speed 100

Fire 100
Water 100
Wind 100
Ground 100
Thief
Silver Ore
Light 100
Dark 100

EXP 9 Kaerka 20
Fall 2 Silver Ore 60%
– –
50%
Field Samangan Highway ▶P.185
100 places

Angry Tus

ガード

Level	13	Physical Attack	254	Strength	211
HP	4000	Physical Defense	336	Stamina	188
TP	324	Magical Attack	231	Intelligence	96
Copper Body	0	Magical Defense	209	Spirit	68

Agility 177
Dexterity 203
Weight Heavy
Speed Slow

Fire 100
Water 100
Wind 50
Earth 150
Light 100
Dark 100

EXP Under 380,000 yen 45
Fall Hard Scale 40%
Lemon Gummy 20%
Thief Hard Scale 50%
Field Hashi-ishi Gorge ▶P.196
PT 026 ゆううつな商人 ▶P.331

イバル(1)

Boss

Level	17	Physical Attack	330	Strength	308
HP	7000	Physical Defense	595	Stamina	314
TP	880	Magic Attack	477	Intelligence	287
Copper Body	2	Magic Defense	488	Spirit	300

Agility 366
Dexterity 218
Weight Normal
Speed Fast

Fire 100
Water 100
Wind 150
Land 100 Thief
Light 100
Dark 100

EXP Under 7,000,000 yen 1000
Fall Lavender 100%
– –
– –
Samangan Sea P or t Location 1 ▶P.211

イバル(2)

ボス

Level	50	Physical Attack	1152	Strength	1844
HP	42000	Physical Defense	2744	Stamina	1334
TP	2300	Magic Attack	2068	Intelligence	1162
Steel Body	5	Magic Defense	1925	Spirit	983

Agility 1736
Dexterity 1183 Earth 100
Weight Normal Light 100
Speed Fast

Fire 100
Water 100
Wind 150
Gaku 100 Place-

EXP 10000 ten-thousand 3500
Fall Agility Ring 100%
– –
Steal Dried Saffron 100%
Mira's Shrine
Field ▶P.285

Ichihachiryō (Arena)

Boss

Level	50	Physical Attack	2335	Strength	1158
HP	18000	Physical Defense	2332	Stamina	1388
TP	3800	Magic Attack	1816	Intelligence	1054
Copper Body	4	Magic Defense	1562	Spirit	986

Agility 1699
Dexterity 1109 Earth 100
Weight Normal
Speed Fast

Fire 100
Water 100
Wind 100
Thievery
Light 100
Dark 100 Places

EXP 10 million yuan 0
Fall – –
– –
– –
Venue [Open Arena ▶P.359

Evil Wont

パワー

Level	36	Physical Attack	215	Strength	605
HP	5200	Physical Defense	782	Stamina	457
TP	847	Magic Attack	692	Intelligence	387
Steel Body	0	Magic Defense	558	Spirit	268

Agility 365
Dexterity 345
Weight Normal Light 100
Speed Normal Pavilion 100

Fire 150
Water 50
Wind 100
Earth 100
Light 100
Dark 100

EXP 1.05 million er F 84
Fall Pearl 40%
381 pu'er ア 20%
Thief Pearl 50%
Venue Arcando Wetlands ▶P.254
Soko Arena ▶P.357

Il-Phan Guard

Another Card

Level	1	Physical Attack	70	Strength	40
HP	1000	Physical Defense	94	Stamina	70
TP	61	Magic Attack	65	Intelligence	37
Steel Body	0	Magic Defense	63	Spirit	35

Agility 28
Skillful 35 Earth 100
Heaviness Normal Light 100
Slightly fast speed

Fire 100
* 100
Wind 100
Thief
Closed 100 places

EXP 40,000 something 14
Fall Sand iron 40%
Apple Gummy 30%
– –
Rafort Research Institute ▶P.161
–

Insect Plant

パワー

Level	5	Physical Attack	145	Strength	98
HP	2100	Physical Defense	1616	Stamina	104
TP	181	Magic Attack	120	Intelligence	61
Steel Body	0	Magic Defense	103	Spirit	40

Agility 77
Dexterity 86 Ground 100 Steal Spider web
Weight Heavy
Speed Normal

Fire 150
Water 100
Wind 100
Light 100
Read 100 places

EXP 200,000 yen and below 30
Fall Spider web 50%
Orange gummy 20%
50%
Garry Passage ▶P.171
–

Insect Plant (Spirit World)

パワー

Level	46	Physical Attack	1394	Strength	909
HP	8400	Physical Defense	1057	Stamina	488
TP	1152	Magic Attack	883	Intelligence	587
Copper Body	0	Magic Defense	766	Spirit	440

Agility 646
Skillful 348 Ground 150 Thief
Weight Heavy Light 100
Speed Normal Pavilion 100

Fire 100 EXP
Water 100
Wind 100
Dark

4.94 million Arka 173
Fall Vine Gummy 30%
– –
– –
ガ! Ichiken-dō (Spirit World) P.293
–

Lizhi Fen'er (1)

Boss

Level	32 Physical Attack 1329 Strength	871	Agility	934	
HP	24000 Physical Defense 1228 Stamina	739	Dexterity	636 Earth 150 Thief Wind Mantle	
TP	1200 Magical Attack 1227 Intelligence	848 Weight		Normal Ca... Bal...	
Copper Body	5 Magic Defense 741 Spirit	690	Speed	Fast	

Fire 100 EXP
Water 100
Wind 50
Light 100
Pavilion 100

Under 15,000,000 yuan 1500
Knights Symbol 100%
Drop — —
100%
場所 ▶P.241

Li Zhi's Dog (2)

Boss

Level	38 Physical Attack 2024 Strength	1084	Agility	1290	
HP	28,000 Physical Defense 1732 Stamina	832	Dexterity	745 Earth 150 Normal Light 100	
TP	2400 Magic Attack 1547 Intelligence	944 Weight		Light 100	
Steel Body	4 Magic Defense 1319 Spirit	784	Agility	Fast 100	

Fire 100
Water 100
Wind 50
闇

EXP 35,000,000 Yuan 3000
Quick Ring 100%
Drop — —
Thief Talent 81 100%
ati on- 7 wa 28 once Numano ▶257 Loc

Standing Dog (3)

Boss

Level	63 Physical Attack 5275 Strength	2357	Dexterity	2612	
HP	66000 Physical Defense 3792 Stamina	1754	Dexterity	1744 Earth 150	
TP	4000 Magic Attack 4199 Intelligence	2244 Weight		Normal	
Steel Body	6 Magic Defense 3839 Spirit	1544	Speed	Consult Fast	

Fire 100
Water 100
Wind 50
Light 100
Switch 100

EXP 40000 ten thousand yuan 5000
Fall — —
Fall — —
盗 Atmosphere 100%
World Essence/Path (2) ▶P.318
Field Location

Standing Dog (Arena)

Boss

Level	65 Physical Attack 5490 Strength	2458	Agility	2788	
HP	47000 Physical Defense 4262 Stamina	1798	Dexterity	1744 Land 150 Thief	
TP	6200 Magic Attack 4320 Intelligence	2354 Weight		Normal	
Copper Body	6 Magic Defense 3419 Spirit	1602	Speed	Fast	

Fire 100
Water 100
Wind 50
Light 100
闇 100

EXP 10 million yuan 0
Fall — —
Fall — —
062 闘技場 ▶P.362
Location —

Windam Wolf

スピード

Level	61 Physical Attack 2751 Strength	1425	Agility	1253 Wind 50	
HP	7200 Physical Defense 1910 Stamina	874	Dexterity	717 Earth 150	
TP	1424 Magic Attack 1789 Intelligence	916 Weight		Normal Light 100	
Copper Body	○ Magic Defense 1328	Spirit		715 Speed (other also speed) Interval 100	

Fire 100
Water 100

EXP 721 Fang'er Down 491
Divine Beast Fur 40%
Fall — —
盗 Saint Horse Horn 50%
World Essence/Route (2) ▶P.317
Field Location One

Wind Element

Magic

Level	52 Physical Attack 2240 Strength	999	Agility	1011	
HP	6200 Physical Defense 1481 Stamina	675	Dexterity	788	
TP	2006 Magic Attack 1626 Intelligence	999 Weight		Normal Light 100 Field Way of World Spirit P.288	
Steel Body	0 Magic Defense 1446 Spirit	774	Speed-related	Normal	

Fire 100
Water 100
Wind 50
Guan 100

EXP 385 Ten thousand yuan 250
2 Magic Tome 35%
Drop — —
Earth 150 Thief 3 Divination-like 50%
Location —

Wind Spirits

Magic

Level	13 Physical Attack 235 Strength	128	Agility	126	
HP	2500 Physical Defense 259 Stamina	158	Dexterity	124 Earth 200	
TP	486 Magic Attack 306 Intelligence	204 Heavy Light 光 100			
Copper Body	○ Magic Defense 253 Spirit	138 Speed さ也也連) Interval 100			

Fire 100
Water 100
Wind 20

EXP 120,000 Arca 24
/Silver Ore 40%
Drop Orange Gummy 20%
Thief Silver Ore 40%
Site 813 Gorge ▶P.196
PT 026 35 つな商人 ▶P.331

Windfly

Magic

Level	40 Physical Attack 1010 Strength	559	Agility	545	
HP	5400 Physical Defense 1862 Stamina	624	Dexterity	522 Earth 150 Thief	
TP	2334 Magic Attack 1323 Intelligence	853 Weight		Light 100	
Copper Body	○ Magic Defense 1274 Spirit	788	Agility	Normal	

Fire 100
Water 100
Wind 50
Guan 100

EXP 2,000,000 Yuan 100
Fall — —
Fall — —
062 闘技場 ▶P.358
場 Location —

Vewind Eye

Rice Pepper

Level	62 Physical Attack 4508 Strength	2659	Agility	2016 Wind 100	
HP	70000 Physical Defense 3441 Stamina	2200	Dexterity	1985 Earth 100 Thievery	
TP	2900 Magic Attack 3911	Intelligence 2134 Heavy		Super Heavy Light 100 Field【失れ理外の環】	
Steel Body	8 Magic Defense 3050 Spirit 1933 Ancient 也也連)			Reading 100	

Fire 100
Water 100

EXP 15000 Ten Thousand Yuan 7000
Mysterious Orb 100%
Fall — —
Lower mouth ソ下一 50%
Place (トルハラソ Street) ▶P.343

Veuwindai (Coliseum)

Boss

Level	62 Physical Attack 4408 Strength	2659 Agility	2016		
HP	38000 Physical Defense Stamina	2200 Dexterity	1985 Earth 100		
TP	2900 Magic Attack 3811	Intellect 2134 Weight 5	Overweight		
Steel Body	8 Magic Defense 2750 Spirit	1933 Speed ヤヤSlow()			

Fire 100 EXP
Water 100
Wind 100
Fall —
Thief —
Light 100
闇 100
Location —

EXP 10 million yuan car 1000
Drop —
Fall —
Thief —
0x2 闘技場 ▶P.362
Location —

ク Talent One Evening ▶ Work ×

Strange

Level	52 Physical Attack 2093 Strength	1050 Agility	756		
HP	6700 Physical Defense 1313 Stamina	650 Dexterity	666 Earth 100		
TP	1505 Magic Attack 1823 Intelligence	894 Weight	Normal Light 100		
Copper Body	○ Magic Defense 1226 Spirit	648 Speed	Also also late() Dark 100 Location		

Fire 150
Water 50
Wind 100
Thief —
Field —

EXP 385 Ten thousand 258
Drop 2 Magic Tome 35%
— —
Thief Mysterious Lump 80%
Path of World Spirit P.288
Location —

「Talent One Evening One Craft ×>Divination (Enhanced)

Strange

Level	61 Physical Attack 2451 Strength	1184 Agility	847		
HP	7700 Physical Defense 1548 Stamina	798 Dexterity	774		
TP	1831 Magic Attack 2057 Intelligence	996 Weight	Neutral Light 100		
Steel Body	0 Magic Defense 1646 Spirit	983 Speed other luck() Pavilion 100			

Fire 150
Water 50
Wind 100
Earth 100
Fall —
Thief —
Location —

EXP 7.54 million yuan car 494
アクアティ Ku ゼル —
— —
Thief 2777 Ku 80% ゼ
World Spirit/P ▶P.317
at h(2) Location-

Ku talent one evening one dagger

Magic

Level	40 Physical Attack 926 Strength	524 Agility	488		
HP	4500 Physical Defense 944 Stamina	547 Dexterity	504		
TP	1255 Magic Attack 1193 Intelligence	799 Heaviness	Light		
Steel Body	0 Magic Defense 921 Spirit	459 Speed 古 He also speed			

Fire 150
Water 50
Wind 100
Earth 100
Light 100
闇 100
Venue —

EXP 680,000 yuan 45
Rivavius Ore 40%
— —
盗 トリート 40%
Sogd Marshway ▶P.385
0x24 arena ▶P.356

クオーター (World)

Magic

Level	47 Physical Attack 1327 Strength	659 Agility	588		
HP	4200 Physical Defense 1062 Stamina	578 Dexterity	601		
TP	1824 Magic Attack 1226 Intelligence	735 Weight	Light		
Copper Body	0 Magic Defense 1161 Spirit	654 Speed 古 也也速L)			

Fire, Water, Wind, Earth 150
50
100
100
100
闇 100
Thief —
Location —

EXP 1.64 million F 180
Mix Gummies 30%
— —
— —
ソ Divination Path (Spirit World) P.298
—

Voltewolf

Tryonce

Level	57 Physical Attack 2038 Strength	1185 Agility	1166		
HP	6400 Physical Defense 1666 Stamina	720 Dexterity	778 Earth 150 Thief Beast's Eye		
TP	1326 Magic Attack 1414 Intelligence	649	Weight: Normal Light 100		
Copper Body	0 Magic Defense 1087 Will	491	Speed: Slightly Fast Interval 100 Location		

Fire 50
Water 150
Wind 50
Fall —
Area —

EXP 544 Wan'er F 368
Demonic Beast's Eye 40%
— —
50%
Helioborg Base ▶P.308

Voltes Scorpion

パワー

Level	57 Physical Attack 2106 Strength	1155 Agility	815		
HP	7700 Physical Defense Stamina	814 Dexterity	479		
TP	1516 Magic Attack 1249 Intelligence	651	Weight Normal Light 100		
Steel Body	○ Magic Defense 471 精神	54 Speed	Normal 闇 100 Places		

Fire 50
Water 150
Wind 50
Earth 150 Thief Demon Wood
Venue —

EXP 577 Kaerka 364
Compound eyes of the Magic Worm 40%
— —
's Compound Eye 50%
Helioborg Base ▶P.308
—

Volt

Boss

Level	62 Physical Attack 4202 Strength	1954 Agility	1884		
HP	62000 Physical Defense 2909 Stamina	1588 Dexterity	1244 Earth 120 Thief Talent?エクール 100%		
TP	4150 Magic Attack 2850 Intelligence	1844 Weight	Normal Light 100		
Copper Body	6 Magic Defense 2714 Spirit	1799 Ancient Speed)			

Fire 80
Water 120
Wind 80
Fall —
Field —
闇 100 Locations

EXP 300 million yuan 15000
Alexandrite 100%
— —
Helioborg Base ▶P.312
—

Want

パワー

Level	5 Physical Attack 173 Strength	108 Agility	77		
HP	2217 Physical Defense 161 Stamina	94 Dexterity	86 Earth 100 Thief Life Bottle		
TP	181 Magic Attack 120 Intelligence	61	Weight Normal Light 100		
Steel Body	○ Magic Defense 192 Spirit	40	Speed Normal		

Fire 150
Water 100
Wind 100
Fall —
Venue —

EXP 120,000 Arca 17
Rotten Bone 40%
— —
50%
Ni-Ichika Passage ※Wa P.167
Kijiru Sea Waterfall ▶P.173

※: Appears in battles in Ni-Ichika Passage in Part 1.

Kutoo (Spirit World)

パワー

Level	46 Physical Attack	485 Strength	987 Agility	646	
HP	5500 Physical Defense	1438 Stamina	553 Dexterity		
TP	1152 Magic Attack	774 Intelligence	437 Jūko		
Steel Body	Magic Defense	701 Spirit	345 Ancient		

Fire 150 / Water 100 / Wind 100 / Earth 100 / Thief 448 / Light 100 / Normal 100 / Pavilion 100

Fall: Monster Fish Fin 40% / Buingumi 20% / – / –

EXP 2.36 million F 172

Venue: Niuerhai Waterfall (Fairy Realm) P.290 / 0096 0 ま ｷﾀで 1 ▶P.346

Wolf

スピード

Level	4 Physical Attack	39 Strength	74 Agility	82	
HP	1328 Physical Defense	147 Stamina	83 Dexterity		
TP	147 Magic Attack	122 Intellect	67 Weight		
Steel Body	0 Magic Defense	97 Spirit	36 Speed-Will		

Fire 100 / Water 100 / Wind 100 / Earth 200 / Thief 80 / Light 100 / Also Spell L)100

Fall: Wild Grass Seed 50% / Life Bottle 15% / Wild Grass Seeds 50% / – Now one moment ▶P.166

EXP 110,000 Yen Card 17

Place one

Ku-ji? (Spirit World)

Try once

Level	47 Physical Attack	670 Strength	862 Agility	984	
HP	4400 Physical Defense	1850 Stamina	588 Dexterity		
TP	1064 Magic Attack	864 Intelligence	543 Weight		
Copper Body	0 Magic Defense	775 Spirit	432 Ancient Yeye Speed		

Fire 100 / Water 100 / Wind 150 / Earth 100 / Thief 392 / Light 100 / 闇 100

Fall: Pine Gummy 20% / Accumulated Eighty-One Power 80% / – / –

EXP 2.55 million yuan 181

イミ One-Bu Interstice (Spirit World

.296 Location-

Ancient Cat

スピード

Level	54 Physical Attack	2241 Strength	997 Agility	1155	
HP	6300 Physical Defense	1648 Stamina	756 Dexterity		
TP	1242 Magic Attack	1259 Intelligence	710 Weight		
Copper Body	0 Magic Defense	1312 Spirit	777 Speed Consultation		

Fire 100 / Water 100 / Wind 100 / Earth 100 / Thief 656 / Light 100 / 闇 100

Fall: Beast's Mane 40% / – / Mane of the Fierce Beast 50% / Toruban Highway ▶P.306

EXP 455 Ten Thousand Yuan 291

Location-

Work One Archer (Arena)

B Boss

Level	60 Physical Attack	1304 Strength	1198 Agility	1145 Wind 100	
HP	16000 Physical Defense	1624 Stamina	1098 Tool	1322 Ground 100 Thief	
TP	1800 Magic Attack	1712 Intelligence	1588 Weight	Normal Light 100	
Sales Body	3 Magic Defense	2364 Spirit	1654 Speed 古也也速	闇 100	

Fire 100 EXP / Water 100

Fall: – / – / – / 062 闘技場 ▶P.363

Place Location: –

Under 20,000,000 Yuan 2000

Eldas

Another Card

Level	27 Physical Attack	781 Strength (Arm Power)	505 Agility	324	
HP	6200 Physical Defense	706 Stamina	411 Dexterity		
TP	619 Magic Attack	424 Intelligence	202 Weight	Heavy	
Steel Body	0 Magic Defense	442 Spirit	224 Speed	Slow	

Fire 100 EXP / Water 100 / Wind 150 / Earth 296 / Thief 100 / Light 100 / 闇 100

Fall: Giant Shell 40% / 381 pu'er ア 20% / Massive Shell 70% / ! — — Rock Hole ▶P.235

Place Location: –

94 Fangyuan F 107

Golden Magic Swordsman · Ai

Boss

Level	80 Physical Attack	6,714 Strength	3,226 Agility	3,293	
HP	78,000 Physical Defense	4,684 Vitality	2,563 Dexterity	2,174 Earth 100	
TP	4,200 Magic Attack	5,995 Intelligence	3,186 Weight	Normal Light 100	
Steel Body	6 Magic Defense	3,967 Spirit	2,526 Agility	Fast Reading 100	

Fire 100 EXP / Water 100 / Wind 100 / Earth 100 / Thief 100 / Light 100 / 闇 100

fall: Thirty-one Er yi 也 you 100% / – / Thief Shi ei yi you 100% / Magna Zero ▶P.382

Place Location: Location -

200 million yuan K 0

Golden Magic Swordsman · Hui

Boss

Level	80 Physical Attack	4939 Strength	2382 Agility	1867 Wind 100	
HP	69000 Physical Defense	3282 Stamina	2186 Dexterity	3302 Earth 100	
TP	6400 Magic Attack	7700 Intelligence	Weight 4162	Neutral Light 100	
Bronze Body	4 Magic Defense	5099 Spirit	2786 Speed ぎ 也也Speed	Read 100	

Fire 100 EXP 200,000,000 Yuan and below / Water 100

fall: 3 ten child one thirteen 100% / – / Thief Red Jasmine 100% / Magna Zero ▶P.382

Place location one

0

Golden Magic Swordsman · Gen

Boss

Level	80 Physical Attack	5821 Strength	3413 Agility	3190	
HP	76000 Physical Defense	4566 Stamina	2470 Dexterity	2694	
TP	5500 Magic Attack	6774 Intelligence	3630 重さ	Normal	
Copper Body	6 Magic Defense	4483 Spirit	2641 Speed	Fast	

Fire 100 / Water 100 / Wind 100 / Earth 100 / Light 100 / Paste 100

Fall: 31er 1931er 100% / – / Thief& レッドカ 31er 100% / Magna Zero ▶P.383

EXP 20000 ten-thousand yuan K 0

Location: –

Golden Magic Swordsman · Mamoru

Boss

Level	80	Physical Attack	5447	Strength	2710
HP	64000	Physical Defense	3666	Vitality	2358
TP	6000	Magic Attack	5334	Intelligence	3906
Steel Frame	6	Magic Defense	5353	Spirit	3305

Agility 2110
Dexterity 2946
Weight 5
Speed 100

Fire 100
Water 100
Wind 100
Land 100 Thief Red Ball 100%
Normal Light 100
Ancient Yaya Sp

EXP 200 million yuan 0
Thirty yuan one eighty-two 100%
Venue Magna Zero P.383

Golden Magic Swordsman · Gou

Boss

Level	80	Physical Attack	6919	Strength	3910
HP	90000	Physical Defense	4411	Stamina	2650
TP	3200	Magic Attack	4875	Intelligence	2105
Steel Body	8	Magic Defense	3265	Spirit	1968

Agility 2466
Dexterity 2294
He
Also also Speed 100

Fire 100
Water 100
Wind 100
Earth 100 Theft One 100%
Normal Light 100

EXP 20000 Ten-Thousand Yuan From 0
Sanjuu ichi ba ichi 100%
Venue Magna Zero P.382

Golden Magic Swordsman · Shun

Boss

Level	80	Physical Attack	7354	Strength	3586
HP	80000	Physical Defense	5268	Stamina	2844
TP	5000	Magic Attack	6302	Intelligence	3307
Steel Body	6	Magic Defense	4029	Spirit	2340

Agility 3666
Dexterity 2546
Weight
Ancient Fast

Fire 100
Water 100
Wind 100
Ground 100 Thief Red Saffron 100%
Light 100
Switch 100

EXP 20000 Power Yuan State 0
37ル一廿75ソ 100%
Magna Zero L P.383

Otaota

ストレンジ

Level	6	Physical Attack	42	Strength	77
HP	1504	Physical Defense	156	Vitality	94
TP	188	Magic Attack	175	Intelligence	96
Steel Body		Magic Defense	176	Spirit	98

Agility 78
Dexterity
Weight
Speed Yeye Speed

Fire 150
Water 100
Wind 100
99 Earth 100
光 100
100 Places

EXP 60000 Erka 24
Shell Fossil 40%
Apple Gummy 20%
Thief-Snow-Colored Pompon 80%
Kijiru Sea P.173

Saixi Saixi (Spirit World)

Strange

Level	43	Physical Attack	1074	Strength	668
HP	3900	Physical Defense	974	Stamina	419
TP	1195	Magic Attack	952	Intelligence	587
Copper Body	0	Magic Defense	916	Spirit	542

Agility 537
Dexterity
Heavy
Ancient also speed)

150
Fire
Water 100
Wind 100
Earth 100 Thievery
Light 光 100
Pavilion 100

EXP 117 Suzhou 143
Mix Gummies 30%
Strange 35%
Niuerhai Waterfall (Spirit World) P.290

ガーディアンホース

Trance

Level	33	Physical Atk	1163	Strength	596
HP	9200	Physical Defense	1227	Stamina	676
TP	693	Magic Attack	1060	Intelligence	615
Copper Body	2	Magic Defense	859	Mind	422

Agility 721
Dexterity
Heavy
Quick Consultation

Fire 100
Water 100
Wind 100
Earth 100
Light 150
50 places

EXP 177 Book Length 83
Pointed Claw 60%
3 down yi 50%
Thief Pointed Claw 50%
Orda Palace P.250

Score zǒu (1)

Boss

Level	40	Physical Attack	2922	Strength	1655
HP	42000	Physical Defense	2748	Stamina	1418
TP	2800	Magic Attack	2324	Intelligence	1346
Copper Body	8	Magic Defense	2384	Spirit	1422

Agility 1642
Dexterity
Weight
Speed

Fire 100
Water 100
Wind 100
Earth 100 Thief
Light 50
100 Places

EXP 10000 ten-thousand Yuan F 5000
Xi yixia 100%
Faizabird Marsh P.258

Dog アヌ(2)

Boss

Level	65	Physical Attack	3564	Strength	2455
HP	48000	Physical Defense	3892	Stamina	2240
TP	4300	Magic Attack	3056	Intelligence	1860
Steel Body	6	Magic Defense	3159	Spirit	1864

Agility 2269
Dexterity
Weight
Speed

Fire 100
Water 100
Wind 100
Earth 100 Stealth
Light 50 battles world essence/route(2)
100 locations

EXP 50000 Money 20000
P.319

Dog アヌ(3)

Boss Fire 100

Level	70	Physical Attack	3233	Strength	2788
HP	120000	Physical Defense	3190	Stamina	2360
TP	4800	Magic Attack	3275	Intelligence	2245
Copper Body	5	Magic Defense	2317	Spirit	1922

Agility 2455
Dexterity
Weight
Speed

Water 100
Wind 100
Earth 100
Normal Light 70
Palace 130 Places

EXP 0 Ten-Thousand-Yuan Card 0
Thief Talent Work Ku Er 100%
World Spirit/Route (2)

Gattrega

Boss

Level	58	Physical Attack	3357	Strength	3058
HP	72000	Physical Defense	3774	Stamina	1830
TP	2800	Magic Attack	4937	Intelligence	3311
Steel Body	8	Magic Defense	3900	Spirit	2640

Agility 2555 Wind 100
Dexterity 1330 Earth 100 Thief
Weight Overweight Light 100 Stages Magic Armor Strategy
Speed Somewhat Fast Dark 150 Locations (Sogd Wet Path)

Fire 100
Water 100

Fall
Magic Wand Toregan 100%
—
—

EXP 8000 Gald 0

▶P.367

Gandara Fortress Defense Golem 1

Boss

Level	55	Physical Attack	3882	Strength	3325
HP	40000	Physical Defense	3779	Vitality	1821
TP	2800	Magic Attack	3863	Intelligence	2145
Copper Body	12	Magic Defense	3263	Spirit	1646

Agility 1656
Dexterity 1148
Weight Overweight Light 100
Speed Slow

Fire 100
Water 150
Wind 100
Land 100 Thief
闇 100

Place Location

EXP 10000 Gald 5000

The Red Mantle 100%
Drop —
—
—

Fall
6 Gandara Fortress Assault

▶P.350

Gandara Fortress Defense Golem 2

Boss

Level	55	Physical Attack	4329	Strength	2591
HP	40000	Physical Defense	3827	Vitality	1601
TP	2200	Magic Attack	2766	Intelligence	1526
Copper Body	12	Magic Defense	2724	Spirit	1098

Agility 2031
Skill 1368 Ground 100 Thief
Weight Very Heavy Light 100
Speed Slow

Fire 150
Water 100
Wind 100
Resonance 100

Place Location

EXP 10000 Gald 5000

The Blue Mant (ザ・ブルーマント) 100%
—
—
—

Fall
16 Gandara Fortress Assault

▶P.350

Gantortas

Guard

Level	59	Physical Attack	2383	Strength	1239
HP	11000	Physical Defense	4451	Stamina	698
TP	1543	Magic Attack	1557	Intelligence	765
Copper Body	0	Defense	1138	Spirit	492

Dexterity 842
Dexterity 823 Earth 100 Thief Ancient Coral
Weight Heavy Light 100
Agility Slow

Fire 100 EXP
Water 100
Wind 100

Fall

Vehicle

1341 Gald 421

Ancient Coral 40%
— —
50%
Rusal Highway

▶P.313

062 Arena

▶P.359

Gamby

Speed

Level	42	Physical Attack	1347	Strength	735
HP	4100	Physical Defense	1154	Stamina	494
TP	918	Magic Attack	959	Intelligence	617
Steel Body	0	魔防	786	Spirit	400

Agility 856 Wind 100
Dexterity 438 Ground 150
Weight Light glow 100
Speed Slightly fast 関100

Fire 100
Water 100

Fall

EXP 108 Gald 137

Rare Metal 40%
Holy Bottle 20%
Steal Rare Metal 50%
Travel Ship Jirunit

▶P.275

ra Location -

Mushroom Goblin

Technique

Level	8	Physical Attack	479	Strength	117
HP	2450	Physical Defense	491	Stamina	132
TP	593	Attack	169	Intelligence	61
Steel Body	0	Magic Defense	178	Spirit	73

Agility 60
Dexterity 156
Weight Normal
Speed Slightly Slow

100
Fire
Water 100
Wind 100
Earth 100
Light 100
闇 100

Fall

EXP 12 Gald 23

Wild Grass Seed 50%
Life Bottle 20%
Stole Wild Grass Seed 50%
Ni-Akeria Approac

▶P.178

h Location

Mushroom Goblin (Spirit World)

Technique

Level	49	Physical Attack	1240	Strength	812
HP	3800	Defense	972	Vitality	477
TP	3110	Magic Attack	1312	Intelligence	622
Steel Body	0	Magic Defense	1240	Spirit	532

Agility 555 Wind 100
Dexterity 973 Earth 100 Thief
Weight Normal
Speed Slightly Slow

100
Fire
Water 150
Light 100
闇 100

Fall

EXP 318 Gald 217

Buingumi 30%
Panacea Bottle 30%
— —
Ni-Akeria Approach (Spirit World)

▶P.300

Location -

King Cockatrice

Technique

Level	58	Physical Attack	2296	Strength	1236
HP	8200	Physical Defense	3723	Stamina	894
TP	3823	Magic Attack	1903	Intelligence	797
Copper Body	0	Defense	1668	Spirit	878

Agility 970
Dexterity 1052 Earth 100
Weight Normal Light 100
Speed Normal Read

Fire 100
Water 100
Wind 100

Fall

EXP 612 Gald 395

Treat 20%
— —
Steal Specific Rusal Highway Place-

▶P.313

1
50

Glasotaota

Strange

Level	8	Physical Attack	205	Strength	118
HP	2200	Defense	224	Stamina	141
TP	267	Magic Attack	218	Intelligence	137
Steel Body	0	Magic Defense	202	Mind	117

Agility 99
Dexterity 97
Weight Light 100
Agility Quite Fast

Fire 100
Water 100
Wind 100
Earth 100
闇 100

Drop

EXP 7 Gald 29

Silver Coin Stone 40%
Apple Gummy 30%
Steal Snow-colored Pompon 80%
Samangan Highw

▶P.185

ay Place-

Grasugekogecko

ストレンジ

Level	8	Physical Attack	231	Strength 138	Agility 108
HP	2700	Physical Defense	283	Stamina 141	Dexterity
TP	267	Magic Attack	218	Intelligence 137	Omomi Normal
Copper Body	0	Magic Defense	202	Mind	117 Confusion Rapid Heart

Fire 100 / Water 100 / Wind 100 / Light 100

EXP 120,000 Wan'erxia 40
銀鉱石 40%
Orange Gummy 20%
97 Ground 100 Thief Snow-colored Pompon 40%
Venue: Samangan Highway ▶P.185

Graddic Claw

B Boss

Level	63	Physical Attack	1540	Strength	2744 Agility 1912
HP	77000	Physical Defense	3440	Stamina	2244 Dexterity 1223
TP	3200	Magic Attack	2398	Intelligence	1246 Weight Overweight
Steel Body	8	Magic Defense	1576	Spirit	1093 Speed Slow

Fire 100 / Water 100 / Wind 100 / Earth 100 / Light 100

EXP 15000 ten thousand yen 5000
Mysterious Orb 100%
Thief ✕ Ku57 50%
100 Field Loss Nine-Dragon Reason Outer Ring ①
Place (Children's Street) ▶P.343

Grady Claw (Arena)

Boss

Level	63	Physical Attack	1540	Strength	2744 Agility 1912
HP	40000	Physical Defense	3440	Stamina	2244 Dexterity 1223 Earth 100 Thievery
TP	3200	Magic Attack	2198	Intelligence	1246 重さ Overweight Light 100
Steel Body	8	Magic Defense	1276	Mind	1093 Speed Slow

Fire 100 / Water 100 / Wind 100 / Barrier 100

EXP 10 million yuan 10000
Field Range Arena ▶P.362
Checkpoint

Clubman

Another Card

Level	5	Physical Attack	190	Strength	117 Agility 95
HP	2400	Physical Defense	168	Stamina	80 Dexterity 98 Earth 100
TP	181	Magic Attack	124	Intelligence	61 Weight Normal Light 100
Copper Body	0	Magic Defense	96	Spirit	25 Speed Also Also slow1

Fire 100 / Water 100 / Wind 100 / Also 100

EXP 100,000 yuan 20
落 銀鉱石 40%
381 pu'er 15%
Stolen Silver Kyun Stone 50%
※ Ni-itsu Passage ▶P.167
1 Location: Kiziru Kaizawa ▶P.173

Buwo (Spirit Realm)

Another Card

Level	45	Physical Attack	1662	Arm Strength	1078 Agility 790
HP	5200	Physical Defense	1243	Vitality	554 Skill
TP	1138	Magic Attack	798	Intellect	433 Weight Normal
Steel Body	○	Magic Defense	888	Spirit	545 Speed Gu Other Also Manage

Fire 100 / Water 100 / Wind 100 / 428 Ground 100 Thief / Light 100 Field Calf Sea Waterfall (Fairy Realm) P.290 / Ground 100 Location

EXP 236 Strength 166
Thirty-eight and one Bu-er 30%

Grand Boar

パワー

Level	40	Physical Attack	1364	Strength	822 Agility 689
HP	6050	Physical Defense	1222	Stamina	645 Dexterity Earth 100
TP	844	Magic Attack	968	Intelligence	547 Weight Normal
Steel Body	0	Magic Defense	990	Spirit	574 Speed ya Speed C)

Fire 100 / Water 100 / Wind 150 / Light 100 / 100 places

EXP 1.2 million yen 64
Beast's Mane 40%
Thief Demon Beast's Eye 50%
Sogd Swamp Path ▶P.385
Site 062 Arena ▶P.356

5 Small Request> (Spirit World)

パワー

Level	48	Physical Attack	Strength	1446	Agility 954 664
HP		Physical Defense	3000	Stamina	1061 472 Dexterity 362 Ground 100 Thief
TP	1230	Magic Attack	774	Intelligence	446 Weight Normal Light 100 Field Below Wet Path (Spirit World) P.298
Copper Body	0	Magic Defense	860	Spirit	554 Speed also speedy) 開 100 Location

Fire 100 EXP / Water 100 / Wind 100 / Light 100

EXP Below 2.85 million yuan 193
Beast's Mane 40%

Green Butterfly

Magic

Level	12	Physical Attack	282	Strength	158 Agility 142
HP	2250	Physical Defense	340	Vitality	194 Skill 160 Earth 150
TP	467	Magic Attack	319	Intelligence	181 Weight Light 100 (Light)
Steel Body	○	Magic Defense	343	Spirit	211 Speed Normal Close 0

Fire 100 / Water 100 / Wind 50 / Light 100

EXP 110,000 Yen Card 22
Shed Skin 40%
Orange Gummy 30%
Steal Orange Gummy 8 13 Gorge Locati 30%
on 10 ▶P.196

Shi—Xi—Yi デモッシュ

Boss

Level	8	Physical Attack	388	Strength	249 Agility 144
HP	14,000	Physical Defense	492	Stamina	266 Dexterity 212 Earth 100 Thievery
TP	600	Magic Attack	300	Intelligence	148 Heavy Overweight
Steel Body	5	Magic Defense	282	Spirit	126 Speed Slow

Fire 150 / Water 50 / Wind 100 / Light 100 / Interval 100 location

EXP 4,000,000 Cash Card 800
©Ichiiarki 100%

Kyzyl Sea ▶P.175

※1: Appears during the first part's underground passage battle.

グレ One Evening, One Day (Arena)

Boss

Level	44	Physical Attack	1380	Strength	1250	Agility	1021
HP	38000	Physical Defense	1706	Stamina	1144	Dexterity	
TP	1100	Magic Attack	3075	Intelligence	920	Weight	
Steel Body	5	Magic Defense	1222	Spirit	854	Speed	Slow

Fire 150 / Water 50 / Wind 100 / 807 Earth 100 Theft / Overweight Light 100 / Closed 100

EXP 10 million yuan 1000

Fall – – – – – –

Location 062 闘技場 ▶P.360

Cave Chunchun

Technique

Level	58	Physical Attack	1916	Strength	1036	Agility	870
HP	4700	Physical Defense	1521	Stamina	794	Dexterity	1052 Ground 100
TP	3823	Magic Attack	1883	Intelligence	797	Weight	Light
Copper Body	○	Magic Defense	1568	Spirit	778	Agility	Normal

Fire 100 / Water 100 / Wind 100 / Light 100 / 100 Places

EXP 377 Yuanzhou 392

Fall Lapis-colored Shell 40% / – –

盗 Lapis-colored Shell 50%

Venue Rusal Highway ▶P.313 / 闇 –

Cave Plant

パワー

Level	59	Physical Attack	2427	Strength	1307	Agility	822
HP	12000	Physical Defense	1541	Stamina	787	Dexterity	724 Ground 100 Thief Great Tree's Fruit
TP	1543	Magic Attack	1808	Intelligence	949	Omomi	Heavy Light 100
Copper Body	0	Magic Defense	1247	Spirit	623	Quick Consult	Normal Read 100 Place

Fire 150 EXP / Water 100 / Wind 100

EXP Under 13.32 million yuan 423

Fall Sacred Tree 40% / – – / 50%

Rusal Highway ▶P.313

Venue –

Geko Geko

ストレンジ

Level	6	Physical Attack	188	Strength	107	Agility	Wind 98 100
HP	2364	Physical Defense	194	Stamina	111	Dexterity	Earth 95 100
TP	218	Magic Attack	175	Intelligence	98	Heavy	Normal Light 100
Steel Body	0	Magic Defense	178	Spirit	102	Speed	gi YayaSpeed LI Close 100

Fire 150 / Water 100 / Fall

EXP 110,000 Yen and below 26

Shell Fossil 50% / Apple Gummy 20% / Stolen Mysterious Liquid 40%

Rijiru Seaside ▶P.173

Field 所 –

ケゲ Mouth Mouth (Spirit World)

ストレンジ

Level	45	Physical Attack	1180	Strength	740	Agility	556
HP	4800	Physical Defense	1373	Stamina	536	Dexterity	442 Earth 100 Thief
TP	1281	Magic Attack	1019	Intelligence	599	Heavy	Normal Light 100 Niush
Copper Body	○	Magic Defense	1159	Spirit	774	Speed (other speed)	

Fire 150 / Water 100 / Wind 100

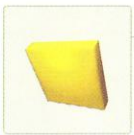
EXP 232 Wan'er Down 162

Fall Lemon Gummy 25% / Strange Lump 35% / – –

ar Sea Waterfall (Spirit Realm) P.290 L

oc ati –

闇 on 100



Gold Vacula

B Boss

Level	80	Physical Attack	1880	Strength	800	Agility	800
HP	32,000	Physical Defense	1542	Stamina	3,000	Dexterity	800 Earth
TP	0	Magic Attack	1,880	Intelligence	800	Weight	Heavy Light 25
Steel Body	○	Magic Defense	2642	Spirit	3000	Speed Yaya Speed()	

Fire 25 / Water 25 / Wind 25 / 25 Thief / Area 25 Location

EXP 10000 ten-thousand yuan 0

Fall Miracle Gummy 30% / Life Bottle 5% / – –

フィールドやダンジョン ※2 ▶P.153

ゴーレム

Another Card

Level	15	Physical Attack	368	Strength	207	Agility	168
HP	6200	Physical Defense	443	Stamina	301	Dexterity	152 Ground 100
TP	188	Magic Attack	275	Intelligence	157	Heavy	Heavy Light 100
Steel Body	○	Magic Defense	259	Spirit	137	Speed	Slow

Fire 150 / Water 150 / Wind 100 / 闇 100 Places

EXP 430,000 F 55

Drop 2 Silver Gem 40% / Hard Scale 30% / Steel Bottle 50%

Gandara Fortress ▶P.203

Field –

Golem Shade

ストレ re 3

Level	15	Physical Attack	327	Strength	180	Agility	183
HP	3400	Physical Defense	332	Stamina	187	Tool Use	147 Ground 100
TP	423	Magic Attack	399	Intelligence	280	Weight	Normal Light 200
Steel Body	○	Magic Defense	302	Spirit	158	Speed (slow)	Gate 100 Place

Fi 100 / Water 100 / Wind 100

EXP 240,000 and below 58

Fall 2 Poison Needles 40% / Orange Gummy 20% / Stolen Mystery Liquid 80%

Gandara Fortress ▶P.203

Venue –

Cockatrice

Technique

Level	39	Physical Attack	1102	Strength	689	Agility	508
HP	4100	Physical Defense	985	Stamina	543	Dexterity	709
TP	1852	Magic Attack	924	Intelligence	415	Weight	Normal
Copper Body	0	Magic Defense	926	Spirit	418	Speed	Normal

Fire 100 / Water 100 / Wind 100 / Earth 100 / Light 100 / 闇 100 Places

EXP 62 Su Yuanxia 100

Fall Pointed Claw 40% / – – / Thief Specific 50%

Sogd Marshway ▶P.385

Venue –

※2: A specific ライー appears with a 55% probability. See the corresponding entry on P.153 for reference.

Cockatrice (Spirit Realm)

Technique

Level	48	Physical Attack	1455	Strength	846	Agility	787
HP	4800	Physical Defense	1326	Stamina	685	Dexterity	863
TP	3075	Magic Attack	1053	Intelligence	411	Weight	Normal
Copper Body	0	Magic Defense	1224	Spirit	624	Speed	Normal

Fire 100 / Water 100 / Wind 100 / Earth 100 / Thief 100 / Light 100 / Map 100

EXP 293 Gald (ガルド) 192

Fall: Panacea Bottle 30% / – – / – –

Drop: Sogd Wet Road (Spirit World) ▶P.298

Goblin

Technique

Level	4	Physical Attack	78	Strength	40	Agility	34
HP	1445	Defense	118	Stamina	90	Dexterity	99
TP	421	Magic Attack	103	Intelligence	34	Sa	Normal
Steel Body	0	Magic Defense	115	Spirit	49	Speed	Slightly Slow

Fire 100 / Water 100 / Wind 100 / Earth 100 / Light 100 / Between 100

EXP 9 Gald 19

Drop: 2 Lan Two 50% / Apple Gummy 30% / Thief Aiku Crab 50%

Venue: Irāt Passage ▶P.166 / Location -

Goblin (Spirit Realm)

Technique

Level	46	Physical ATK	1182	Strength	768	Agility	541
HP	3600	Physical DEF	927	Vitality	449	Wind	150
TP	2880	Magic ATK	1209	Intelligence	558	Dexterity	917
Copper Body	0	Magic Defense	1165	Spirit	504	Ground	100

Fire 100 / Water 100 / Thief 100 / Weight Normal | Light 100 / | Light 100 / Speed Rather Slow / Read 100

EXP 246 Gald 168

Fall: Pine Gummy 30% / Panacea Bottle 30% / – –

Location: Ilart Path (Spirit World) ?.296 Lo / cation -

Savage Power Sol

Power

Level	55	Physical Attack	2200	Strength	1046	Agility	823
HP	7200	Physical Defense	1508	Stamina	802	Dexterity	568
TP	1433	Magic Attack	1310	Intelligence	623	Weight	Normal
Copper Body	0	Magic Defense	1196	Spirit	731	Speed	Slightly Fast

Physical 100 Thief / Treat / Light 100 / Fire / Water 100 / Wind 100 / Earth 100

EXP 496 Gald 313

Fall: Lemon Gummy 30% / – – / 50%

Location: 104 Garii Hunting Hu ▶P.347 / nti ng Location -

Salamander

Technique

Level	40	Physical Attack	1186	Strength	722	Agility	606
HP	4174	Physical Defense	1012	Stamina	504	Dexterity	698
TP	1445	Magic Attack	913	Intellect	423	Weight	Normal
Copper Body	0	Magic Defense	861	Spirit	358	Speed	Normal

Fire / Water 100 / Wind 100 / Earth 100 / Light 100 / Switch 100

EXP 76 Gald 104

Pointed Claw 40% / – – / Treat 50%

Location: Baikāru Abandone ▶P.387 / d Mine Location-

Thunder Spirits

Magic

Level	56	Physical Attack	1617	Strength	776	Agility	652
HP	4900	Physical Defense	1288	Stamina	752	Dexterity	779
TP	2169	Magic Attack	2097	Intelligence	1152	Weight	Light
Steel Body	0	Defense	1585	Spirit	888	Speed	Slightly Fast

Fire / Water 150 / Wind 50 / Earth 150 / Light 100 / 100 Places

EXP 316 Gald 343

Navi Metal 30% / – – / Thief Navimetal 30%

Site: Helioborg Base ▶P.308 / –

Gentle Iprite

??? Strange

Level	60	Physical Attack	2649	Strength	1450	Agility	1050
HP	8725	Defense	1765	Vitality	845	Dexterity	748
TP	1998	Magic Attack	1268	Intelligence	988	Weight	Heavy
Copper Body	1	Magic Defense	1304	Spirit	658	Speed	Normal

Fire 50 / Water 150 / Wind 100 / Earth 100 / Chi 100 / Thief 100 / Susu Color Ponpon / Light 100 / Dark 100

EXP 500 Gald 250

Drop: Nonavi Metal 35% / Lavender 5% / 80%

Venue: Nor Shakudō 1 ▶P.266 / Black 62 Arena ▶P.358

Gentle No~mu

?Strange

Level	60	Physical Attack	2480	Strength	1320	Agility	854
HP	9563	5	2096	Stamina	1240	Dexterity	622
TP	890	Attack	1661	Intelligence	754	Weight	Heavy
Steel Body	1	Defense	1197	Spirit	673	Speed	Normal

Fire / Water 100 / Wind 150 / Earth 50 / Light 100 / Light En 100

EXP 500 Gald 250

Navi Metal 35% / Saffron 5% / Susu-colored Pompon 80%

Venue: Baikal Abandoned Mine ▶P.387 / Location 02 Arena ▶P.358

Gentle Hii Hii · Fu~

Strange

Level	60	Physical Attack	2681	Strength	1240	Agility	1480
HP	9009	Physical Defense	1901	Stamina	765	Dexterity	802
TP	1180	Magic Attack	1916	Intelligence	884	Weight	Heavy
Steel Frame	1	Magic Defense	1412	Spirit	754	Speed	Normal

Fire 100 / Water 100 / Wind 50 / Earth 150 / Light 100 / Heavy Light 100 / 100

EXP 500 Gald 250

Navi Metal 35% / Verbena 5% / Susu-colored Pompon 80%

Venue: Vermia Canyon 2 ▶P.196 / Location 062 Arena ▶P.358

※1089 "Cave Monsters" (P.344) appears after it begins. ※2: Appears from Part 4 onward.

Gentle Myandine

ストレンジ

Level	60 Physical Attack 2310	Strength 1200	Agility 877
HP	6882	Physical Defense 1685	Stamina 919	Dexterity 729
TP	3500	Magic Attack 2505	Intelligence 1420	Heavy Heavy Light 100
Copper Body	1	Magic Defense 1961	Spirit 1240	Quick Consultation Opened 100 Arenas

Earth 50 Steal Fire 150 Water 50 Wind 100

EXP 5 million yuan 250
Navi Metal 35%
*li san yi er 5%
Thief's Recommendation Color Pompon 80%
Kukuru Frozen Cave 1 ▶P.261
062 ▶P.358

Gentlemen

ストレンジ

Level	60 Physical Attack 2386	Strength 1180	Agility 992
HP	8800	Physical Defense 1889	Vitality 1058	Dexterity 857
TP	2800	Magic Attack 2225	Intelligence 1158	Heavy Heavy Light 100
Copper Body	1	Magic Defense 1510	Spirit 765	Quick Consultation Normal Dark 100 Arena

Earth 100 Thief Sus Color Pompon Fire 100 Water 100 Wind 100

EXP 5 million yuan 250
Navi Metal 35%
ローズマリー 5%
80%
Sogd Swamp Path ▶P.385
062 ▶P.358

ジ Talent (1)

ボス

Level	13 Physical Attack 435	Strength 274	Agility 172
HP	17000	Physical Defense 450	Stamina 292	Dexterity 244
TP	800	Magic Attack 372	Intelligence 189	Weight Normal
Steel Body	5	Magic Defense 368	Spirit 184	Speed (also fast)

Fire 100 EXP Water 100 Wind 150 Earth 50 Thief Light 100 闇 100

4.5 million Yuan 1000
Wind Mantle 100%
– –
– –
Samangan Tree R ▶P.190
ea Im Location

シ Kin Sai (2)

ボス

Level	38 Physical Attack 858	Strength 1132	Agility 859
HP	30000	Physical Defense 1633	Stamina 1056	Dexterity 681
TP	1800	Magic Attack 1094	Intelligence 526	Heavy Skill Normal Light 100
Steel Body	5	Magic Defense 1212	Spirit 799	Speed Other speed()

Earth 50 Fire 100 EXP Water 100 Wind 150 Close 100

Under 30,000,000 Yuan 2500
Stamina Ring 100%
– –
ルビー 100%
Faizabādo Swamp ▶P.257 Locatio
n –

ジャ Ability (Arena)

Boss

Level	64 Physical Attack 2371	Strength 2240	Agility 1440
HP	53000	Physical Defense 1946	Stamina 1836	Dexterity 1247
TP	3800	Magic Attack 1964	Intelligence 1446	Heavy Normal Light 100
Steel Body	6	Magic Defense 2586	Spirit 1349	Speed (yeyeyu L)

Earth 50 Steal Fire 100 EXP Water 100 Wind 150 Reading 100

10 million yuan 0
– –
– –
– –
062 闘技場 ▶P.362
–

Schweiss

ボス

Level	61 Physical Attack 5705	Strength 3576	Agility 2250
HP	82000	Physical Defense 4264	Stamina 2399	Dexterity 1728
TP	2450	Magic Attack 1062	Intelligence 1380	Weight Super Heavy Light 100
Steel Body	8	Magic Defense 2840	Spirit 1728	Speed Fast

Earth 100 Thief Fire 130 Water 70 Wind 100 闇 100 Location (20 no Mori)

EXP 12000 Ten thousand yuan 0
2 Si Demon Sword ▶ 100%
Drop – –
– –
Field Magic Equipment Guide ▶P.368

ジュ Ichiboku (Arena)

ボス

Level	60 Physical Attack 1947	Strength 1457	Agility 1698
HP	20000	Physical Defense 2556	Stamina 1356	Dexterity 1209
TP	1200	Magical Attack 1220	Intelligence 1244	Heavy Normal Light 100
Bronze Body	4	Magic Defense 1829	Spirit 1255	Speed Fast

Earth 100 Thievery Fire 100 EXP Water 100 Wind 100 闇 100

Under 20,000,000 Yuan 2000
– –
– –
– –
062 ▶P.363
Arena Location

Shoramandora

Technique

Level	6 Physical Attack 175	Strength 104	Agility 88
HP	2000	Physical Defense 167	Stamina 94	Dexterity
TP	484	Magic Attack 175	Intelligence 88	Weight Light Light 100
Copper Body	0	Magic Defense 172	Spirit 84	Speed Normal Door 100

Earth 118 100 Fire 100 EXP Water 100 Wind 100

60000 Erka 15
Shell Fossil 50%
Life Bottle 15%
Steal Shell Fossil Kijir 50%
u Seaside Lo ▶P.173
ca tion-

シ zuan (Spirit Realm)

Technique

Level	45 Phys ATK 1117	Strength 697	Agility 554
HP	4000 Phys DEF 910	Stamina	
TP	2846 Mag ATK 1335	Intelligence 439	Dexterity 856
Steel Body	1335	Intelligence 733	Heavy Light 光 100
	○ Magic DEF 1102	Spirit 442	Agility Normal Dark 100

Earth 100 Thievery Fire 100 EXP Water 100 Wind 100

1.44 Man'er Card 164
Pine Gummy 25%
– –
– –
Niuer Waterfall (Spirit World) P.290
Vacation –

※】：appears after starting "Cave Monsters" (P.344).

ジランド

ボス

レベル	48	物攻	2640	腕力	1620	敏捷	1324
HP	42000	物防	2248	体力	1130	器用	1199
TP	3100	魔攻	2449	知性	1514	重さ	普通
鋼体	5	魔防	2100	精神	1078	速さ	やや速い

火	100
水	100
風	100
地	150
光	100
闇	100

EXP 8000 ガルド 6000

落	リンクロング	100%
	–	–
盗	エクシード	30%
場所	旅船ジルニトラ	▶P.280
	–	

シルヴァウルフ

スピード

レベル	9	物攻	239	腕力	129	敏捷	140
HP	2440	物防	243	体力	134	器用	111
TP	219	魔攻	214	知性	136	重さ	普通
鋼体	0	魔防	152	精神	59	速さ	やや速い

火	100
水	100
風	50
地	200
光	100
闇	100

EXP 15 ガルド 20

落	朽ちた骨	50%
	バナシーアボトル	30%
盗	朽ちた骨	50%
場所	サマンガン樹界	▶P.188
	008 参道の魔物	▶P.327

シルヴァクラブ

ガード

レベル	26	物攻	653	腕力	405	敏捷	315
HP	3500	物防	569	体力	299	器用	198
TP	591	魔攻	444	知性	288	重さ	普通
鋼体	0	魔防	362	精神	186	速さ	やや遅い

火	100
水	100
風	50
地	150
光	100
闇	100

EXP 44 ガルド 59

落	砂金	40%
	バナシーアボトル	20%
盗	巨大な甲羅	60%
場所	王の狩り場	▶P.232
	050 霊勢異常	▶P.336

シルヴァトレント

パワー

レベル	10	物攻	240	腕力	140	敏捷	115
HP	4000	物防	252	体力	155	器用	124
TP	263	魔攻	172	知性	79	重さ	重い
鋼体	0	魔防	186	精神	96	速さ	普通

火	150
水	100
風	100
地	50
光	100
闇	100

EXP 30 ガルド 41

落	丈夫なツタ	40%
	バナシーアボトル	30%
盗	丈夫なツタ	50%
場所	サマンガン樹界	▶P.188
	–	

シルヴァホース

スピード

レベル	49	物攻	1870	腕力	822	敏捷	1062
HP	6000	物防	1355	体力	554	器用	428
TP	1088	魔攻	797	知性	469	重さ	普通
鋼体	0	魔防	706	精神	356	速さ	速い

火	100
水	100
風	100
地	100
光	100
闇	100

EXP 628 ガルド 224

落	猛獣のたてがみ	40%
	–	–
盗	猛獣のたてがみ	50%
場所	ニ・アケリア霊山	▶P.286
	–	

シルヴァホース（精霊界）

スピード

レベル	50	物攻	1407	腕力	745	敏捷	881
HP	5700	物防	1344	体力	667	器用	437
TP	1100	魔攻	812	知性	477	重さ	普通
鋼体	0	魔防	723	精神	366	速さ	速い

火	100
水	100
風	100
地	100
光	100
闇	100

EXP 688 ガルド 235

落	レモングミ	30%
	バイングミ	20%
盗	–	–
場所	ニ・アケリア霊山（精霊界）	▶P.302
	–	

シルバーバキュラ

ボス

レベル	60	物攻	1460	腕力	600	敏捷	600
HP	16000	物防	2980	体力	2500	器用	600
TP	0	魔攻	1460	知性	600	重さ	重い
鋼体	0	魔防	2980	精神	2500	速さ	普通

火	25
水	25
風	25
地	25
光	25
闇	25

EXP 5000 ガルド 0

落	ミラクルグミ	30%
	ライフボトル	5%
盗	–	–
場所	フィールドやダンジョン ※1	▶P.153
	–	

シルフィード

スピード

レベル	76	物攻	3301	腕力	1393	敏捷	1475
HP	9000	物防	2079	体力	1116	器用	931
TP	1701	魔攻	2465	知性	944	重さ	普通
鋼体	0	魔防	1360	精神	813	速さ	速い

火	100
水	150
風	100
地	100
光	100
闇	100

EXP 2150 ガルド 668

落	聖馬の角	30%
	–	–
盗	聖馬の角	40%
場所	マグナ・ゼロ	▶P.370
	–	

ジンガードSPEC1.0

ガード

レベル	42	物攻	1341	腕力	892	敏捷	564
HP	12000	物防	1069	体力	553	器用	588
TP	524	魔攻	1027	知性	588	重さ	重い
鋼体	0	魔防	904	精神	434	速さ	遅い

火	100
水	100
風	100
地	100
光	150
闇	100

EXP 358 ガルド 139

落	レアメタル	30%
	–	–
盗	レアメタル	50%
場所	カン・バルク（2） ※2	▶P.274
	–	

※1：特定のフィールドやダンジョンに5%の確率で出現。該当するマップ名はP.153を参照。　※2：第3部 カン・バルク（2） 3 の戦闘時のみ出現。

ジンInuichi KSPEC2.0

Another Card

Level	57	Physical Attack	1124	Strength		Agility	1089		838
HP	15500	Physical Defense		Stamina	663	Skillful		587 Earth 150 Thief Magic Device	
TP	758	Magic Attack	1538	Intelligence	738	Weight		Heavy Light 100	
Copper Body		○ Magic Defense	1239	Spirit	740	Agility		Slow Hearing 100	

Fire 50 / Water 150 / Wind 50

EXP	1133	Wan'er Chief	370
Fall		Nonavi Metal	40%
		—	—
			50%
場	Helioborg Base ☒P.308		
Location			

Black Box Warrior 1

B Boss

Level	25	Physical Attack	416	Strength		Agility	544		325
HP	10000	Physical Defense	691	Stamina	388	Dexterity			464
TP	1500	Magic Attack	735	Intelligence	400	Weight		Normal Light 100	
Copper Body	2	Magic Defense	643	Spirit	285	Ancient Yeye Speed		Dark 100	

Fire 100 / Water 100 / Wind 150 / Earth 100 / 闇 100

EXP	4,000,000 F (ten-thousand-unit notation preserved)		525
Fall		ローズマリー	100%
		Lemon Gummy	100%
盗		Lemon Gummy	70%
場		Shang Du	▶P.231
Arena	062		▶P.357

Black Box Warrior 2

P Boss

Level	25	Physical Attack	767	Strength		Agility	503		300
HP	9000	Physical Defense	702	Stamina	422	Dexterity	567	Ground 100	
TP	1800	Magic Attack	825	Intelligence	425	Heavy		Normal Light 100	
Steel Body	2	Magic Defense	726	Spirit	301	Speed	Slightly Fast		

Fire 100 EXP / Water 150 / Wind 100 / 闇 100

EXP	4,000,000 F (ten-thousand-unit notation preserved)		525
Fall		Sanba Head	100%
		381 pu'er ア	100%
Thief		Apple Gummy	70%
		Shan Du	▶P.231
Location Arena	062		▶P.357

Black Box Warrior 3

Boss

Level	25	Physical Attack	774	Strength		Agility	488		330
HP	9500	Physical Defense	732	Stamina	440	Dexterity	526	Earth 100	
TP	1700	Magic Attack	875	Intelligence	502	Weight		Normal Light 100	
Steel Body	2	Magic Defense	704	Spirit	288	Speed	Also Also Spe	闇 100	

Fire 150 / Water 100 / Wind 100 / Ve Re

EXP	4,000,000 Yuan K		525
Fall		Fuli Sanyi'er	100%
		Life Bottle	100%
盗		Miracle Gummy	50%
		Shang Du	▶P.231
Ope	062	arena	▶P.357

Skanky

Technique

Level	22	Physical Attack	468	Strength		Agility	335		177
HP	3300	Physical Defense	371	Stamina	198	Dexterity	426	Earth 100	
TP	1325	Magic Attack	511	Intelligence	234	Weight		Normal Light 100	
Steel Body		○ Magic Defense	413	Spirit	111	Speed		Normal Seal 150	

Fire 100 / Water 100 / 風 100

EXP	350,000 yuan F		52
Fall		Broken Fang	40%
		Orange Gummy	20%
Thief		Sanba Shiyi Pier Lac	50%
e		orm Road Plac	▶P.224
Ope	062	Arena	▶P.356

Skeleton

ストレ Shatou

Level	15	Physical Attack	367	Strength		Agility	220		183
HP	4900	Physical Defense	340	Stamina	187	Tool Use	147	Ground 100	
TP	423	Magic Attack	399	Intelligence	280	Weight		Heavy Light 150	
Steel Body		○ Magic Defense	302	Spirit	158	Speedgi	ye ye	Speed Close 50	

Fire 100 / Water 100 / Wind 100

EXP	44	Fang'er F	84
Fall		Silver Ore	40%
		Broken Fang	15%
盗		Dangerous Liquid	80%
場所		Talas Road	▶P.200
		—	

Scorpion

パワー

Level	31	Physical Attack	761	Strength		Agility	467		332
HP	4900	Physical Defense	770	Vitality	478	Dexterity	363	Earth 100 Thief Talent Lower	
TP	683	Magic Attack	603	Intelligence	324	Antiquity		Normal Light 100	
Steel Body		0 Magic Defense	590	Spirit	308	Speed		Normal 闇 100 Oper	

Fire 150 / Water 100 / Wind 100 / Ve re

EXP	690,000 yen		93
Fall		Just now—	40%
		a liquor bottle	20%
		ー丫	50%
		Barnaul Road	▶P.245
Are	062		▶P.356

Strong Shade

ストレンジ

Level	60	Physical Attack	1468	Strength		Agility	1212		856
HP	7200	Physical Defense	1471	Stamina	715	Dexterity	965	Ground 100 Thief	
TP	1751	Magic Attack	1789	Intelligence	1318	Heavy		Normal Light 100	
Copper Body		0 Magic Defense	1804	Spirit	962	Speed	clumsy()	闇 100	

Fire 100 / Water 100 / Wind 100 / Ve bration

EXP	722	Fang'er Lower	466
Fall		—	—
		—	—
		—	—
	062	闘技場	▶P.359
		—	

Strong Plant (ストロングプラント)

パワー

Level	34	Physical Attack	1014	Strength		Agility	644		
HP	7200	Physical Defense	863	Stamina	68	Earth 100	380		
TP	778	Magic Attack	674	Intelligence		Weight	Heavy Light 150		
Steel Body		○ Magic Defense	563	Spirit	254	Speed		Normal Interval	on 50

Fire 150 Wa / ter 100 Win / d 100 469 Dexterity 3

EXP	1,290,000 Under		88
Fall		Fur	40%
		Mix Gummies	20%
Thief		r Old	50%
oc ati		a Palace L	▶P.248
		—	

Snow Wont

Power

Level	28	Physical Attack	815	Strength	499
HP	4900	Physical Defense	1235	Stamina	399
TP	619	Magic Attack	503	Intelligence	303
Steel Body	0	魔防	403	Spirit	178

Agility 394
Dexterity 274
Weight Normal
Agility Normal

Fire 150
Water 50
Wind 150
Earth 100
Light 100
闇 100

Thief Zhencao
Places

EXP 62 Gald 63
Fall
2 Zhencao 40%
Panacea Bottle 20%
50%
Venue
Mon Plateau ▶P.238
—

Snow Wolf

Speed

Level	42	Physical Attack	1266	Strength	711
HP	4500	Physical Defense	882	Stamina	481
TP	841	Magic Attack	839	Intelligence	502
Steel Body	0	魔防	743	Spirit	383

Agility 766
Dexterity 434
Weight Normal
Speed Slightly Fast

Fire 150
Water 70
Wind 100
Earth 100
Light 100
Barrier 100

EXP 164 Gald 126
Fall
Large Horn 30%
Specific 5%
Thief Large Horn 50%
場所
Zaira Forest ▶P.269
—

Snow Totus

Guard

Level	39	Physical Attack	1089	Strength	733
HP	7200	Physical Defense	2236	Stamina	522
TP	961	Magic Attack	598	Intelligence	272
Steel Body	0	Magic Defense	681	Spirit	376

Agility 420
Dexterity
Weight
Speed

Fire 150
Water 50
Wind 100
Earth 100 (419)
Heavy Light 100
Slow Reading 100 Location

EXP 288 Gald 119
Fall
Meadow Crystal 40%
— —
盗 Specific 30%
▶P.261
Field Kukuru Freezing Chamber
—

Snow Dragon

Guard

Level	28	Physical Attack	881	Strength	489
HP	Defense	3300	756	Stamina	433
TP	Magic Attack	342	Intelligence	574	391
Steel Body	0	Magic Defense	Spirit	457	

Agility 376
Dexterity 224
Weight Heavy
Speed 245 Slow

Fire 150
Water 50
Wind 100
Earth 100
Light 100
Barrier 100

EXP 118 Gald 125
Sharp Claw 40%
Drop
Liquor Bottle 10%
Thief Sharp Claw 50%
Venue
Mon Plateau ▶P.238
062 Arena ▶P.356

Sunoutorento (Snowturrent)

Power

Level	39	Attack	1014	Strength	602
HP	7500	Physical Defense	979	Stamina	558
TP	947	Magic Attack	586	Intelligence	269
Copper Body	0	Magic Defense	627	Spirit	358

Agility 502
Dexterity
Weight
Agility

Fire 150
Water 50
Wind 100
Earth 100
Heavy Light 100
Normal Dark 100 Place: Tōra

EXP 256 Gald 104
Fall
Mushroom Powder 40%
Banasiar Bottle 20%
Steal Undying Flower 50%
Venue
Seirai Cold Plain ▶P.264
Frozen Plain ▶P.259

Snowbat

Speed

Level	38	Physical Attack	1044	Strength	511
HP	3900	Defense	1017	Stamina	477
TP	845	Attack	752	Intelligence	501
Steel Body	0	Magic Defense	585	Spirit	292

Agility 730
Dexterity 322 Ground 100
Light Light 100
Weight
Speed: Slightly Fast

150
Fire
Water 50
Wind 100
闇 100 Places

EXP 98 Gald 97
No Crown Feather 40%
Drop
Holy Bottle 20%
Thief Raptor Claw 50%
Field
Kukuru Ice Cavern ▶P.261
—

Spider

Power

Level	11	Physical Attack	230	Strength	151
HP	3000	Defense	349	Vitality	238
TP	298	Magic Attack	187	Intelligence	85
Steel Body	0	Magic Defense	198	Spirit	99

Agility 136
Dexterity
重さ
Agility Normal

Fire 100 EXP
Water 150
Wind 100
137 Earth 100 Thief Life Bottle
Normal Light 100
闇 100

16 Gald 26
Fall
Shed Skin 40%
— —
50%
場 Kurama Interpath ▶P.194
Location 019 Sugoude the Bounty Hunter P.329

Spirit Arts Researcher

Magic

Level	2	Physical Attack	58	Strength	25
HP	880	Physical Defense	94	Stamina	70
TP	155	Attack	95	Intelligence	55
Steel Body	0	Magic Defense	101	Spirit	62

Agility 32
Dexterity 47 Ground 100
Weight Normal
Speed Slightly Fast

Fire 100 EXP
Water 100
Wind 100
Light 100
闇 100

6 Gald 15
Fall
Wood Chip 40%
Orange Gummy 20%
Steal Orange Gummy 50%
tit ute Place -
Rafort Research Ins ▶P.161

Celsius

Boss

Level	47	Physical Attack	2930	Strength	1792
HP	48000	Physical Defense	2340	Vitality	1055
TP	3000	Magic Attack	2639	Intelligence	1782
Copper Body	4	Magic Defense	2050	Spirit	1045

Agility 1545
Dexterity 1081 Ground
Weight Normal
Speed Fast

Fire 150
Water 50
Wind 100
50 Thievery Aquamarine
Light 100
Reading 100

EXP 7000 Gald 4000
Link Up 100%
Fall
— —
100%
Travel Ship Jirunitr ▶P.280
a Location -

ソードビー

スピード

Level	12	Physical Attack	380	Strength	208	Agility	230
HP	2800	Physical Defense	351	Stamina	172	Dexterity	142
TP	272	Magic Attack	265	Intelligence	167	Weight	Light
Steel Body	○	Magic Defense	186	Spirit	68	Speed	ぎ也也速L)

Fire 100 / Water 100 / Wind 50 / Earth 150 / Thief / Husband's Vine / Light 100 / 闇 100

EXP 11 Departments 21

Fall: Sturdy Vine 40% / Apple Gummy 30% / 50%

or: Ba Yi Tree G ▶P.196

ges Location

Solcat

OヌDown

Level	1	Physical Attack	72	Strength	35	Agility	40
HP	1050	Physical Defense	63	Stamina	67	Dexterity	44
TP	106	Magic Attack	63	Intellect	31	Weight	Normal
Steel Body	0	Magic Defense	61	Spirit	29	Speed	é Ye Ye Speed)

Earth 100 Thief Apple Gummi / Light 100 / 100

EXP 5 Su'er Chief 12

Fall: Beast Droppings 40% / Life Bottle 15% / 50%

ns: Raffort Research I ▶P.161

titute Location

Soldier Boar

パワー

Level	15	Physical Attack	455	Strength	293	Agility	199
HP	3900	Physical Defense	391	Stamina	213	Dexterity	154
TP	376	Magic Attack	278	Intelligence	169	Weight	Normal
Steel Body		Magic Defense	212	Spirit	86	Speed	さ Also Also Speed()

Fire 100 / Water 50 / Wind 100 / Earth 150 / Thief / Light 100 / 100

EXP 280,000 F 32

Fall: Broken Fang 40% / Life Bottle 20% / — —

場所: Gandara Fortress ▶P.203

Tiny Tigur

スピード

Level	39	Physical Attack	1254	Strength	711	Agility	744
HP	4500	Physical Defense	971	Stamina	483	Dexterity	434
TP	999	Magic Attack	1009	Intelligence	618	Weight	Normal
Steel Body		Magic Defense	788	Spirit	404	Agility	Fast 100

Fire 100 / Water 70 / Wind 100 / Ground 100 Thief Miracle Gummi / Light 100 — Child Scorch Cave / Read

EXP 10 million yuan 610

Fall: — — / — — / 100%

Place Location: ▶P.268 / —

Duskshade

④ Headl

Level	12	Physical Attack	258	Strength	140	Agility	149
HP	2720	Physical Defense	260	Stamina	143	Dexterity	129
TP	350	Magic Attack	309	Intelligence	206	Weight	Normal
Copper Body	0	Magic Defense	249	Spirit	131	Speed	Slightly Slow

Fire 50 / Water 200 / Wind 50 / Earth 200 / Light 100 / 闇 100

EXP 160,000 yuan 43

Fall: 銀鉱石 50% / — — / 盗 Dangerous Liquid 80%

pat: Kurama Inter ▶P.194

h Location

Chun-Chun

Technique

Level	7	Physical Attack	159	Strength	94	Agility	79
HP	2080	Physical Defense	158	Stamina	92	Skillful	143
TP	561	Magic Attack	175	Intelligence	80	Weight	Light
Copper Body	0	Magic Defense	147	Spirit	46	Speed	Consultation Read

Fire 100 / Water 100 / "Wind 100 / Ground 100 / 100

EXP 7 Strength Cards 17

Fall: Bird egg 40% / — — / 盗 Bird egg 50%

Place Location: Akéria Approach ▶P.178 / —

Handcraft Handcraft So (Spirit World)

Technique

Level	48	Physical Attack	1093	Strength	716	Agility	487
HP	3400	Physical Defense	880	Stamina	424	Dexterity	763
TP	3075	Magic Attack	945	Intelligence	411	Weight	Light 光
Copper Body		Magic Defense	924	Spirit	384	Agility	Normal 闇

Fire 100 EXP / Water 100 / Wind 150 / Land 100 Thieves / 100

EXP Under 1,660,000 Yuan 195

Fall: Lemon Gummi 25% / Pine Gummi 50% / — —

場所: 2. 丁夕参道 (Spirit World) P.300 / —

Crime and Punishment

Another Card

Level	60	Physical Attack	1999	Strength	996	Agility	745
HP	12,800	Physical Defense	1428	Stamina	782	Dexterity	632
TP	778	Magic Attack	1318	Intelligence	759	Weight	Heavy
Copper Body	0	Magic Defense	932	Spirit	401	Speed	Slow

Fire 100 / Water 100 / Wind 100 / Earth 100 Thief / Heavy Light 100 / Guan 100

EXP 13,800,000 yuan 456

Fall: — — / — — / — —

Place Location: 062 闘技場 ▶P.359 / —

Tree Club

① Another card

Level	42	Physical Attack	1105	Strength	654	Agility	524
HP	5488	Physical Defense	1132	Stamina	687	Dexterity	358
TP	653	Magic Attack	720	Intelligence	422	Weight	Normal
Copper Body	0	Magic Defense	716	Spirit	417	Speed	Ancient Ye Ye Select()

Fire 150 / Water 100 / Wind 100 / Earth 100 / Light 100 / 闇 100

EXP Under 1.8 million yuan 98

Fall: / Black Pearl 40% / — — / Thief Miracle Gummi 20%

Place Location: Baikal Abandoned Mine ▶P.387 / —

Resistant Tribe Swordsman

Technique

Level	31	Physical Attack	683	Strength	399
HP	4500	Physical Defense	6356	Stamina	345
TP	1743	Magic Attack	760	Intelligence	324
Copper Body	0	Magic Defense	730	Spirit	286

Agility 356 / Dexterity / Weight / Speed: Slightly Fast

Fire 100 / Water 100 / Wind 100 / Earth 632 100 Thief Geo Stone / Light 200 / Normal / Read 50

EXP 72 Chi… K 79
Geo Stone 40%
…Eighty-one Park Er 10%
50%
Barnaul Highway P.245
Location 041 Thief Gang Defeated P.335

Resistant Tribal Sword Captain

Technique

Level	28	Physical Attack	724	Strength	422
HP	4200	Physical Defense	6862	Stamina	312
TP	1674	Magic Attack	713	Intellect	312
Steel Body		Magic Defense	629	Spirit	206

Agility 400 / Dexterity / Weight / Sugu YeYeSu L)

Fire 150 / Water 50 / Wind 100 / Earth 100 / Light 100 / Normal

EXP 550,000 Yuan 79
Drop Noise Feather 40%
Liquor Bottle 20%
80%
Thief Worm Feather
Mon Plat P.238
…Poacher Extermination P.387

Resistance Tribe Heavy Soldier

①④ Ka Ika

Level	28	Physical Attack	736	Strength	475
HP	5000	Physical Defense	6652	Stamina	384
TP	335	Magic Attack	627	Intelligence	437
Steel Body	0	Magic Defense	500	Spirit	278

Agility 307 / Dexterity 225 Ground 100 / Weight / Speed Also also Speed L

Fire 150 / Water 50 / Wind 100 / Light 100 / 100

EXP 580,000 yuan 72
2 placer gold 40%
Life Bottle 10%
Thief Lemon Gummy 60%
Mon Plateau P.238
055 Poacher Extermination P.387

Resistance Tribe Heavy Infantry Chief

① One time

Level	26	Physical Attack	644	Strength	398
HP	3868	Physical Defense	614	Stamina	364
TP	258	Magic Attack	424	Intellect	282
Steel Body		Magic Defense	316	Spirit	147

Agility 285 / Dexterity / Heavy / Speed

Fire 100 / Water 200 / Wind 100 / Earth 50 Thief / Light 100 / 100 Places

EXP 320,000 children dr… 45
Field Sound Arena P.356

Resistance Tribe Magical Soldier

Magic

Level	28	Physical Attack	589	Strength	388
HP	4000	Physical Defense	492	Stamina	267
TP	844	Magic Attack	1004	Intelligence	520
Steel Body		Magic Defense	536	spirit	310

Agility 246 / Dexterity 371 / Weight / Speed old He also spe

Fire 100 / Water 50 / Wind 150 / Earth 100 Thief Lemon Gummy / Light 100 / 100 places

EXP 550,000 children 63
2 placer gold 40%
Orange Gummy 20%
50%
Mon Plateau P.238
062 Open arena P.356

Resistance tribal magic sergeant

Magic

Level	39	Physical Attack	707	Strength	424
HP	4900	Physical Defense	6615	Stamina	374
TP	1313	Magic Attack	1253	Intelligence	665
Steel Body		Magic Defense	844	Spirit	404

Agility 348 / Dexterity 512 Earth 150 Thievery / Weight / Speed (Sogo Yaya Speed

Fire 100 / Water 100 / Wind 100 / Light 100 Verde / 100

EXP Under 1,110,000 yuan 124
062 闘技場 P.357
Location -

Resistant Tribal Warrior

ガード

Level	60	Physical Attack	2067	Strength	1121
HP	6779	Physical Defense	6598	Stamina	784
TP	500	Magic Attack	1445	Intelligence	665
Copper Body	0	Magic Defense	1230	Spirit	771

Agility 983 / Dexterity 711 Earth 50 Thief Lemon Gummi / Weight: Normal / Speed: Slightly Fast

Fire 100 / Water 200 / Wind 100 / Light 100 Place / 100 Location

EXP 8,000,000 yen 500
Leaf Grass 40%
50%
Crimson Jet Black ② P.331

Resistance Tribe Skill Swordsman

Technique

Level	39	Physical Attack	877	Strength	522
HP	4800	Physical Defense	7312	Stamina	345
TP	1955	Magic Attack	850	Intelligence	375
Steel Body	0	Magic Defense	809	Spirit	324

Agility 477 / Dexterity 684 Earth 200 Thief / Weight / Speed eyeyasu()

Fire 100 / Water 100 / Wind 100 / Light 100 / Interval 100 Location-

EXP Under 1.25 million yuan 88
062 闘技場 P.357

テイルビーク

パワー

Level	31	Physical Attack	1324	Strength	498
HP	4400	Physical Defense	7137	Vitality	387
TP	711	Magic Attack	821	Intelligence	311
Steel Body		Magic Defense	471	Spirit	248

Agility 418 / Dexterity 268 Earth 100 Thief / Weight / Speed

Fire 100 EXP / Water 100 / Wind 100 / Light 50 / Fast 闇 150 Arena

77 Ten-Thousand-Yen Card 69
Raptor Claw 40%
Life Bottle 10%
50%
Barnaul Road P.245
062 P.356

Tetra Spirits

Magic

Level	71	Physical Attack	2598	Strength	1071
HP	5700	Physical Defense		Stamina	808
TP	2822	Magic Attack	2175	Intelligence	1304
Steel Body	0	Defense	1632	Spirit	1125

Agility 944
Dexterity 744
Weight Light
Speed Slightly Fast

Fire 100
Water 100
Wind 100
Earth 100
Light 100
闇 100

EXP 589 Gald 635

Fall
- Rivavius Ore 35%
- – –
- Strong Treat 40%

Vocation
- Magna Zero ▶P.370
- –

Tortus

1 Guard

Level	5	Physical Attack	151	Strength	92
HP	2039	Physical Defense	151	Stamina	92
TP	181	Magic Attack	106	Intellect	42
Copper Body	0	Magic Defense	101	Spirit	36

Agility 68
Skillful 95
Weight Heavy Light 100
Speed Slow

Fire 100
Water 50
Wind 200
Earth 50
闇 100

EXP 22 Gald 27

Fall
- Land Crab 40%
- Life Bottle 20%

盗
- Lemon Gummy 50%
- Garry Path Pl ▶P.171

ace
- –

Tortoise (Spirit World)

Guard

Level	46	Physical Attack	487	Strength	948
HP	7000	Physical Defense	178	Stamina	562
TP	1152	Magic Attack	651	Intellect	291
Copper Body	0	Magic Defense	701	Spirit	354

Agility 712
Dexterity 482
Weight Heavy Light 100
Speed Slow

Fire 100 EXP
Water 100
Wind 200
Earth 150 Thief
闇 100

EXP 499 Gald 176

Fall
- Lemon Gummy 30%
- Vine Gummy 20%
- – –

W
- Garry Pathway (Spirit orld) Location - ▶P.293

Dransord

Boss

Level	60	Physical Attack	5226	Strength	2910
HP	80000	Physical Defense	1318	Stamina	2016
TP	3500	Magic Attack	5094	Intelligence	3119
Steel Body	8	Magic Defense	1491	Spirit	1740

Agility 2688
Dexterity 2213
Weight Superheavy Light 100
Speed Slow

Fire 100
Water 100
Wind 150
Earth 50
闇 100

EXP 10000 Gald 0

Fall
- Howling Demon Sword Drandeuo 100%
- – –
- – –

Thief
- Field Magic-Equipped Strategos

Location (Tatar Underworld)

Trent

Power

Level	8	Physical Attack	199	Strength	120
HP	3600	物防	211	Stamina	135
TP	237	Magic Attack	146	Intelligence	66
Steel Body	0	Magic Defense	160	Spirit	83

Agility 88
Dexterity 107
Weight Heavy Light 100
Speed Normal

Fire 150
Water 100
Wind 100
Earth 50
闇 100

EXP 26 Gald 35

Fall
- Wild Grass Seed 40%
- – –

Thief
- Orange Gumi Ni -Akeria Approach ▶P.178

Pl ace -

Trent (Spirit World)

Power

Level	47	Physical Attack	1393	Strength	902
HP	8200	Physical Defense	HP	Stamina	535
TP	1355	Magic Attack	812	Intelligence	476
Steel Body	0	Magic Defense	760	Spirit	411

Agility 640
Dexterity 423
Weight Heavy
Speed Normal

Fire 150
Water 100
Wind 100
Earth 100 Thievery
Light 100
Hear 100

EXP 654 Gald 214

Fall
- Miracle Gummy 30%
- Straight-grained wood 40%
- – –

Venue
- Ni-Akeria Approach Path (Spirit World) ▶P.300

ocation -

Knight Goblin

Technique

Level	39	Physical Attack	1065	Strength	636
HP	3200	Defense	959	Stamina	504
TP	1899	Magic Attack	995	Intelligence	524
Steel Body	0	Magic Defense	945	Spirit	461

Agility 547
Dexterity 632
Weight Normal
Speed Slightly Slow

Fire 100
Water 100
Wind 100
Earth 100 Thief
闇 100

EXP 94 Gald 123

Fall
- Meadow Crystal 30%
- – –
- Life Bottle 50%

場
- Baikal Mine ▶P.387

Location

Knight Bat

Speed

Level	32	Physical Attack	826	Strength	399
HP	3600	Physical Defense	865	HP	448
TP	622	Magic Attack	703	Intelligence	406
Steel Body	0	Magic Defense	620	Spirit	303

Agility 563
Dexterity 394
Weight Light Light 150
Speed Slightly Fast

Fire 150
Water 100
Wind 100
Earth 100
闇 100

EXP 53 Gald 69

Fall
- Crown Feather 40%
- Panacea Bottle 20%

Thieving Raptor Claw 50%

Venue
- Orda Palace ▶P.248

Location
- Orda Arena ▶P.356

Knight Petit

Magic

Level	18	Physical Attack	286	Strength	144
HP	2800	Defense	314	Stamina	179
TP	667	Magic Attack	535	Intelligence	388
Steel Body	0	Magic Defense	394	Spirit	211

Agility 177
Dexterity 176
Weight Light 光 100
Speed Normal Cloak

Fire 100
Water 100
Wind 100
Earth 100
闇 100

EXP 16 Gald 36

Fall
- Sturdy Vine 40%
- Life Bottle 5%

盗
- Silver Ore 50%
- Voltea Forest Path ▶P.214

Venue

ocation -

Nachtigall

B Boss

Level	36 Physical Attack 2059 Strength	1120 Agility	838		
HP	40000 Physical Defense 2199 Stamina	1183 Dexterity			
TP	2200 Magic Attack 1642 Intelligence	1024 Weight			
Bronze Body	7 Magic Defense 1576 Spirit	942 Agility			

Fire 100 EXP
Water 120
Wind 100
716 Earth 120 Thief Amethyst
Normal Light 100 Location Olda Palace ▶P.251

Drop: Under 40 million yuan 4000 / Black Onyx 100% / — — / 80%

Location

Nameless Mutant

(Request ヌ

Level	16 Physical Attack 629 Strength	312 Agility	248 Wind 100		
HP	20000 Physical Defense 555 Stamina	344 Dexterity	222 Earth 150 Thief		
TP	1100 Magical Attack 471 Intelligence	299 Weight	Overweight		
Steel Body	4 Magic Defense 388 Spirit	195 Speed	Consultation		

Fire 100
Water 100
Fall
光 100
Venue
闇 100 Places

EXP 6 million yuan 1000
Winged Boots 100%
アヌヤ小 100%
— —
Eighty-One Three Gorges ▶P.199
Venue —

Nameless Mutant (Arena)

Boss

Level	45 Physical Attack 4074 Strength	1222 Agility	1344		
HP	36000 Physical Defense 3278 Stamina	1228 Dexterity	955		
TP	1800 Magic Attack 3541 Intelligence	1244 Weight	Overweight Light 100		
Steel Body	4 Magic Defense 1643 Spirit	1122 Speed	Fast Hearing 100		

Fire 100
Water 100
Wind 100
Earth 150 Thievery
Overweight Light 100
Fast Hearing 100

EXP 10 million yuan 1000
— —
— —
— —
Area 002 闘技場 ▶P.360
Location

214381

ヌ パワー

Level	4 Physical Attack 127 Strength	70 Agility	59		
HP	1505 Physical Defense 152 Stamina	108 Dexterity	80		
TP	169 Magic Attack 95 Intelligence	36 Heavy	Normal Light 100		
Steel Body	Magic Defense 111 Spirit	56 Speed	Normal Pavilion 100 Place		

Fire 100 EXP
Water 100
Wind 100
Earth 100 Thief Spider Web
Normal Light 100

EXP 100,000 Ruka 18
Spiderweb 50%
Orange Gummy 25%
— —
Now One Interval Road ▶P.166
Location —

Second Below Child ヌ Eight One (Spirit World)

パワー

Level	47 Physical Attack 1236 Strength	747 Agility	593		
HP	5700 Physical Defense 1733 Stamina	668 Dexterity	492 Land 100 Thief		
TP	1216 Magic Attack 1000 Intelligence	594 Weight	Normal Light 100 Scene Today One Divination Path (Spirit World) P.296		
Steel Body	Magic Defense 971 Spirit	557 Speed	Normal	闇 100 Places	

Fire 100
Water 100
Wind 150
Fall
—
—

EXP 269 Wan'er Card 182
Lemon Gummy 30%
— —
— —
Location —

NiwaNiwa

ストレン Head

Level	18 Physical Attack 359 Strength	188 Agility	206		
HP	3500 Physical Defense Vitality	237 Dexterity	165		
TP	500 Magic Attack 425 Intelligence	284 Weight	Normal Light 100		
Steel Body	0 Magic Defense 366 Spirit	211 Ancient Yet Fast()	Dark 100 Places		

Fire 100
Water 100
Wind 100
Earth 100
Thief Dangerous Liquid
Venue

EXP 270,000 children d... 67
High-quality down 40%
Lemon Gummy 10%
— 80%
Voltea Forest Path ▶P.214
Venue —

Eight Daggers

Magic

Level	26 Physical Attack 1003 Strength	425 Agility	314		
HP	3900 Physical Defense 1316 Stamina	237 Dexterity			
TP	887 Magic Attack 759 Intelligence	557 Strength	Normal Light 100		
Copper Body	0 Magic Defense 538 Spirit	281 Agility	Normal		

Fire 100
Water 100
Wind 100
244 Earth 100 Thief Mix Gummy
Normal Light 100
Open: 150 locations

EXP 550,000 Yuan 60
Gold Dust 40%
— —
50%
Field: King's Hunting Grounds ▶P.232
—

Vacula

ボス

Level	20 Physical Attack 620 Strength	200 Dexterity	200		
HP	4000 Physical Defense 1660 Vitality	1500 Dexterity	500 Earth 25		
TP	0 Magic Attack 800 Intellect	200 Weight	Heavy Light 25		
Steel Body	0 Magic Defense 1840 Will	1500 Speed	Slow		

Fire 25
Water 25
Wind 25
闇 25

EXP 10 million yuan 0
Miracle Gummy 30%
Life Bottle 5%
— —
場所 フィールドやダンジョン ※ ▶P.153
—

Vulture

スピード

Level	55 Physical Attack 2275 Strength	1144 Agility	973		
HP	5900 Physical Defense Stamina	737 Dexterity	482 Earth 100		
TP	1254 Magic Attack 1146 Intelligence	716 Heavy	Normal Light 150		
Steel Body	Magic Defense 1136 Spirit	704 Agility	Confusion Ya... Speed	Places	

Fire 100
Water 100
Wind 100
Fall

EXP 511 Ten Thousand 311
Claw of the Strange Bird 40%
— —
Thief Monster Bird Claw (盗怪鳥の爪) 50%
Torubaran Highway ▶P.306
Venue —

※: Appears with a 75% chance under certain conditions. See the corresponding entry on p.153 for reference.

Basilisk

Technique

Level	10	Physical Attack	207	Strength	136	Agility	81
HP	2650	Physical Defense	187	Stamina	112	Dexterity	197
TP	657	Magical Attack	239	Intelligence	110	Weight	Normal
Copper Body		0 Magic Defense	198	Spirit	58	Speed	Normal

Fire 100 / Water 100 / Wind 100 / Earth 100 / Thief / Light 100 / 闇 100

Fall: Hard Scale 50% / Panacea Bottle 30% / Hard Scale 50%

EXP 16 Gald 29

Location: Samangan Tree R ▶P.188 / Location 009 Approach Path Monster ▶P.327

Butterfly

Magic

Level	7	Physical Attack	97	Strength	111	Agility	69
HP	1880	Defense	186	Stamina	123	Dexterity	111
TP	336	Magic Attack	206	Intelligence	115	Weight	Light
Steel Body		0 Magic Defense	211	Spirit	122	Speed	Normal

Fire 100 / Water 100 / Wind 100 / Earth 100 / Light 100 / Dark 100

Fall: Shed Skin 50% / Orange Gummy 20% / Thief: Shed/Shedded Shell 40%

EXP 7 Gald 18

Place Location: Ni-Akeria Approach ▶P.178

Butterfly (Spirit World)

Magic

Level	48	Physical Attack	786	Strength	296	Agility	650
HP	4700	Physical Defense	358	Vitality	501	Dexterity	429
TP	1845	Magic Attack	1201	Intelligence	794	Weight	Light
Copper Body		0 Magic Defense	1164	Spirit	748	Speed	Normal

Fire 100 / Water 100 / Wind 100 / Earth 100 / Thievery / Light 150 / 闇 100

落: Mix Gummy 30%

EXP 185 Gald 197

Place Location: Akeria Approach (Spirit World) P.300

Bat

Speed

Level	18	Physical Attack	493	Strength	258	Agility	299
HP	2700	Physical Defense	509	Stamina	278	Dexterity	191
TP	389	Magic Attack	310	Intelligence	168	Weight	Light
Steel Body		0 Defense	288	Spirit	140	Speed	Somewhat Fast

Fire 150 / Water 100 / Wind 50 / Earth 150 / Thief / Light 100 / Dark 100

Fall: Apple Gummy 25%

EXP 15 Gald 36

場所: Fergana Mine ▶P.216

Parūsu Otaota

Strange

Level	36	Physical Attack	709	Strength	416	Agility	375
HP	3700	Defense	652	Vitality	344	Dexterity	270
TP	891	Magic Attack	630	Intelligence	345	Weight	Light
Copper Body		20 Defense	529	Spirit	288	Speed	Slightly Fast

Fire 150 / Water 50 / Wind 100 / Earth 100 / Thief / Light 100 / 闇 100

Fall: Mushroom Powder 40% / Lemon Gummy 5% / Monster's Slime 100%

EXP 50 Gald 80

Venue: Arkando Marshlands ▶P.254 / Location 066 Survival Competition ▶P.339

Parus Gekogeko

?Strange

Level	36	Physical Attack	773	Strength	461	Agility	388
HP	5000	Physical Defense	716	Stamina	399	Tools	275
TP	953	Magic Attack	692	Intelligence	377	Weight: Normal	Light
Steel Body		0 Magic Defense	563	Spirit	311	Speed: Slightly Fast	Relation

Fire 150 / Water 50 / Wind 100 / Land 100 / Light 100 / Location 100

Fall: Mushroom Powder 40% / Pine Gummy 10% / Stolen: Monster Body Fluid 100%

EXP 97 Gald 85

Field: Arcando Marsh ▶P.254 / 066 Survival Competition ▶P.339

Parusu Chunchun

Technique

Level	39	Physical Attack	1113	Strength	624	Agility	644
HP	3388	Physical Defense	1025	Vitality	514	Dexterity	689
TP	1402	Magic Attack	1039	Intelligence	554	Weight	Light
Steel Body		0 Defense	885	Spirit	361	Speed	Normal

Fire / Water 100 / Wind 100 / Earth 100 / Light 100 / Barrier 100

Fall: Lapis-colored Shell 40% / Thief: Specific 30%

EXP 82 Gald 54

Venue: Sogd Marshway ▶P.385 / 062 Arena ▶P.356

Parus Chunchun (Spirit Realm)

Technique

Level	47	Physical Attack	1132	Strength	703	Agility	564
HP	3550	Defense	932	Stamina	453	Dexterity	891
TP	3041	Magic Attack	961	Intelligence	339	Weight	Light
Copper Body		0 Magic Defense	1043	Spirit	441	Speed	Normal

Fire 100 / Water 100 / Wind 100 / Earth 100 / Thief / Light 100 / 闇 100

Fall: Lemon Gummy 30% / Pine Gummy 50% / –

EXP 161 Gald 181

Location: Sogd Wet Passage (Spirit World) ▶P.298

Parusu Plant

[Power

Level	36	Physical Attack	976	Strength	655	Agility	414
HP	7500	Physical Defense	744	Stamina	365	Dexterity	381
TP	861	Magic Attack	640	Intelligence	321	Weight	Heavy
Steel Body		0 Magic Defense	473	Spirit	174	Speed	Normal

Fire 150 / Water 50 / Fūchikōkyaku 100 / 100 Thief Mushroom Powder / 100

Fall: Mushroom Powder 40% / Mix Gummies 15% / 50%

EXP 229 Gald 92

場: Arcand Marsh ▶P.254

Menyi'er · zz ルク

パワー

Level	27 Physical Attack 340 Strength	544 Agility	354		
HP	4400 Physical Defense 249 Stamina	422 Dexterity	287		
TP	605 Magic Attack 305 Intelligence	284 Antiquity	Normal		
Copper Body	○ Magic Defense 177 Spirit	248 Ancient Yeye Speed			

Fire 150
Water 100
Wind 100
Earth 100 Thief Sand Gold
Light 100
闇 100 Site —

EXP 580,000 yuan 56
Fall: No Sakane 40%
Liquor Bottle 10%
50%
ミ
Field 060 02 P.338
Rock 洞 Hole P.235

パワーソル・コマンド

パワー

Level	41 Physical Attack 220 Strength	769 Agility	564		
HP	5300 Physical Defense 288 Stamina	496 Dexterity	432 Earth 100		
TP	1035 Magic Attack 371 Intelligence	346 Weight	Normal Light 150		
Steel Body	0 Magic Defense 258 Spirit	330 Speed-ancient			

Fire 100
Water 100
Wind 100
Pirate Under-mount So once
闇 100 Place

EXP 178 Ten-Thousand-Yen Bard 130
Fall: 3 Divination Attempt 10%
— —
50%
Strength: Eight Child Ku (2) P.273
Field —

Door child · Grass one Overseas

パワー

Level	43 Physical Attack 377 Arm Strength	823 Agility	586		
HP	5500 Physical Defense Stamina	514 Dexterity	386		
TP	1062 Magic Attack 669 Intelligence	389 Weight	Normal		
Copper Body	0 Magic Defense 554 Spirit	245 Agility	also speed)		

Fire 150
Water 100
Wind 100
地 100 Thief5ミクルミ
Light 100
闇 100 places

EXP 1,990,000 yen and Hollow 145
Fall: Mix Gummies 20%
— —
50%
Field Voyage Ship Jilnitra P.275
—

パワーソル・チーフ

パワー

Level	40 Physical Attack 1303 Strength	790 Agility 628			
HP	5200 Physical Defense Stamina	685			
TP	947 Magic Attack 887 Intelligence				
Copper Body	0 Magic Defense 784	精神	425 Ancient Yaya Speed()		

Fire 100
Water 100
Wind 100
Dexterity 414 Ground 100 Thief Life Bottle
414 Ground 100 Thief Life Bottle
554 Heavy, Ordinary Light 100 Field Seirai Cold Origin
Field Seirai Cold Origin
Darkness 100 Soil Noll

EXP 1.84 million F 136
Fall: Meadow Crystal 40%
— —
50%
P.265
灼洞 P.267

81 Katana-1ム (1)

Boss

Level	22 Physical Attack 740 Strength	470 Agility	338		
HP	9000 Physical Defense 636 Stamina	340 Dexterity	323 Ground 100 Thief One Son One		
TP	815 Magic Attack 586 Intelligence	324 Weight	Overweight Light 100		
Steel Body	3 Magic Defense 600 Spirit	342 Speed Ancient also also Speed (1 Gate 100			

Fire 100
Water 100
Wind 100
Earth 100 Thief Life Bottle
Light 100
闇 100 Field

EXP 8.00 million down 1200
Fall: ストロングトリート 100%
Artist Bak イ プラス 100%
75%
場所 Fergana Mine P.219
—

Eight and one knife one private (2)

Boss

Level	22 Physical Attack 726 Strength	588 Agility	422		
HP	22000 Physical Defense 795 Stamina	425 Dexterity	404 Earth 100 Steal Seal Check		
TP	1325 Magic Attack 733 Intelligence	405 Weight	Overweight Light 100		
Copper Body	6 Magic Defense 751 Spirit	428 Speed	YeYe Speed L)		

100
Fire
Water 100
Wind 100
Dark 100 Place

EXP 10,000,000 Yen 1800
Drop: Quick Ring 100%
— —
75%
Venue: Fergana Mine P.219

Eight and another one (Arena)

B Boss

Level	46 Physical Attack 3266 Strength	1455 Agility	1224		
HP	40000 Physical Defense 2110 Stamina	1389 Dexterity	1224		
TP	1655 Magic Attack 2565 Intelligence	Weight			
Copper Body	6 Magic Defense 1782 Spirit	1148 Speed Ye Speed L:			

Fire 100 EXP
Water 100
Wind 100
Earth 100 Thief
Superheavy Light 100
闇 100

10,000,000 Yen 1000
Fall: — —
— —
— —
Field Arena P.361
Suoyi

Bi Yi

スピード

Level	8 Physical Attack 293 Strength	157 Agility	182		
HP	2400 Physical Defense 276 Stamina	136 Dexterity 102			
TP	208 Magic Attack 193 Intelligence	121 Weight	Light 光 100		
Steel Body	○ Magic Defense 139 Spirit	54 Speedku He also speed			

Fire 100
Water 100
Wind 100
Earth 100 Thief Life Bottle
闇 100 Places

EXP 8 WanrF 18
Fall: Shed Skin 60%
— —
80%
Venue: Samangan Road P.185
—

PiyoPiyo

ストレンジ

Level	17 Physical Attack 166 Strength	177 Agility	195		
HP	2600 Physical Defense 265 Stamina	211 Dexterity	162		
TP	485 Magic Attack 404 Intelligence	267 Weight	Light 光 100		
Copper Body	○ Magic Defense 349 Spirit	199 Speedku He he speed)			

Fire 100
Water 100
Wind 100
Earth 100
闇 100

EXP 150,000 yen 48
Fall: High-quality down 40%
Orange Gummy 20%
盗 Dangerous Liquid 80%
Venue: Voltea Forest Path P.214
—

Fire Element

Technique

Level	52	Physical Attack 2235	Strength 1187	Agility	988
HP	6600	Physical Defense 1605	Stamina 777	Dexterity	934
TP	3344	Magic Attack 1683	Intelligence 774	Weight	Normal
Steel Frame		Magic Defense 1461	Spirit 746	Rapid Consultation	Normal

Fire 50
Water 150
Wind 100
Earth 100 Thievery Specialty
Light 100
Closed 100

EXP Under 3,850,000 yen 251
Fall 2 Magic Tool 35%
– – –
– 50%
場所 World/Path P.288
– –

Fire Elemental (Enhanced)

Technique

Level	60	Physical Attack 2585	Strength 1445	Agility	
HP	8400	Physical Defense 1923	Stamina 992	Dexterity	
TP	3891	Magic Attack 2058	Intelligence 802	Weight	
Copper Body		Magic Defense 1814	Spirit 997	Quick Consult	

Fire 50 EXP
Water 150 Navi Metal 1070
Wind 100 1095 Earth 100 Thief 377 Cu
Earth 100 Thief 377 Cu
Normal Light 100 Field World Spirit/Route (2)
Normal 100 Location

700 Wan Yuan K 462
Fall 35%
– –
プラス 50%
Field P.317
闇 100 Location –

Fire Golem

One moment

Level	40	Physical Attack 1936	Strength 529	Agility	469
HP	8500	Physical Defense 1015	Vitality	Dexterity 628	
TP	473	Magic Attack 605	Intelligence 377	Weight	
Steel Body	0	Magic Defense 624	Spirit 400	Speed	

Fire 50 EXP
Water 150
Wind 100
Earth 100
Heavy Light 100
Slow Gate 100 Arena
Gate 100 Arena

3,000,000 yuan 124
Fall Rare Metal 30%
– –
Steal Rare Metal 50%
One-child Scorching Cave
Location P.266
062 P.358

Fire Spirits

Magic

Level	39	Physical Attack 1461	Strength 487	Agility	457
HP	4100	Physical Defense 870	Stamina	Dexterity 429	Ground 100
TP	1399	Magic Attack 1054	Intellect	Weight	Light
Steel Body		Magic Defense 816	Spirit 416	Speed (also speedy)	Reading 100

Fire 50
Water 150
Wind 100
光 100

EXP 1,000,000 yuan 121
Fall Orange Gummy 20%
– –
盗 トリート 40%
Noel 灼洞 P.266
Place Location –

Fire Tigre

Boss

Level	40	Physical Attack 2239	Strength 1284	Agility	1251 Wind 100
HP	46000	Physical Defense 2035	Stamina 1024	Dexterity	724 Ground 100
TP	2400	Magic Attack 1673	Intelligence 984	Weight	Overweight
Steel Body		30 Magic Defense 1405	Spirit 774	Agility 古	also slow1

Fire 70
Water 130
Light 100
闇 100

EXP 40 million yen card 4000
Might Ring 100%
©Katsui Gai 70%
Thief Talent Square タール 75%
ノール灼洞 P.268
Venue [Cave Monster] P.344

Fire Tigur (Coliseum)

Boss

Level	47	Physical Attack 3501	Strength 1584	Agility	1455
HP	39000	Physical Defense 2113	Stamina 1224	Dexterity 824	Earth 100 Thievery
TP	2900	Magic Attack 2367	Intelligence 1104	Weight	Overweight Light 100
Steel Body		30 Magic Defense 1262	Spirit 847	Speed: Slightly Slow	Pavilion 100

Fire 70
Water 130
Wind 100

EXP 10 million yuan 1000
Fall – –
– –
– –
場 062 闘技場 P.361
Location –

Fire Dragon

① Strength Once

Level	42	Physical Attack 2001	Strength	Agility 944	960 Wind 100
HP	9000	Physical Defense 1532	Endurance	Dexterity 758	741 Earth 100 Thief
TP	814	Magic Attack 1869	Intelligence 842	Weight	Heavy Light 100
Steel Body		Magic Defense 1527	Spirit 914	Speed	Slow Close 100

Fire 50
Water 150
Wind 100
Earth 100 Thief
Heavy Light 100
Slow Close 100

EXP Under 3,000,000 yen 200
Fall – –
– –
– –
Venue 062 Opening Arena P.358
Location –

Fire Bat

スピード

Level	38	Physical Attack 1911	Strength	Agility 694	Wind 100
HP	4100	Physical Defense 1050	Stamina 536	Dexterity 438	Earth 100 Thieving Raptor Claw
TP	816	Magic Attack 818	Intelligence 498	Weight	Lightweight Light 100
Copper Body	0	Magic Defense 651	Spirit	289 Speedy also also Speed() Read	100

Fire 50
Water 150

EXP Under 880,000 yuan 104
Fall Crown Feather 40%
ダークボトル 20%
50%
Noll Cave P.266
Venue Location

7 -ku

ヒ ヌ Lower Fire

Level	39	Physical Attack 1889	Strength	Agility 558	711
HP	4200	Physical Defense 1056	Stamina	Dexterity 526	344 Earth 100
TP	829	Magic Attack 673	Intelligence 398	Weight	Normal Light 100
Copper Body		Magic Defense 631	Spirit 345	Speed gi yaya Speed LI	End 100

50
Water 150
Wind 100
Earth 100

EXP 145 Wan'er F 113
Fall Raptor's Claw 40%
381 pu'er 20%
Thieving Raptor Claw 50%
One'er Scorching Cave
Location P.266
Place One

Fanteil

Power

Level	26	Physical Attack	768	Strength	479	Agility	374
HP	4000	Defense	643	Stamina	323	exterity	224
TP	687	Magic Attack	398	Intelligence	233	Weight	Normal
Copper Body	0	Magic Defense	335	Spirit	154	Speed	Fast

Fire 150 | Water 100 | Wind 100 D | Earth 100 | Light 100 | Switch 100

EXP 44 Gald 61
Fall: Crown Feather 40% | — | —
Crown Feather 50%
King's Hunting Ground ▶P.232
Location Status Abnormality ▶P.336

Filet-O-Cat

Speed

Level	39	Physical Attack	1027	Strength	581	Agility	749
HP	4200	Physical Defense	1049	Stamina	484	Dexterity	368
TP	829	Magic Attack	694	Intellect	414	Weight	Normal
Copper Body	0	Magic Defense	601	Spirit	298	Speed	Fast

150 | Fire | Water 50 | Wind 100 | Earth 100 Thief's Sharpened Claw | Light 100 | 闇 100

EXP 144 Gald 108
Fall: Pointed Claw 40% | Panacea Bottle 10% | 50%
Kukuru Ice Cavern ▶P.261
Place -

Disciple of the Sealed One — Crimson

P Boss

Level	68	Physical ATK	6064	Strength	3090	Agility	2359
HP	80000	Physical Defense	4628	Vitality	2795	Dexterity	1766
TP	3900	Magic ATK	4576	Intelligence	2213	Weight	Overweight
Copper Body	8	魔防	2819	Spirit	1517	Agility	Slow

Fire 75 | Water 125 | Wind 100 | Earth 100 Thief Red Lavender | Light 100 | 闇 100 Place

EXP 20000 Gald 5000
Ultimate Technique Book "One Strike, Certain Destruc
Fall: — | —
50%
Venue: 25 Lost Ring of the Oth ▶P.352 | —

Bound One's Follower - Azure

B Boss

Level	68	Physical Attack	5570	Strength	2884	Dexterity	2105
HP	74000	Physical Defense	3981	Vitality	2268	Skillfulness	1982
TP	4500	Magic Attack	5568	Intelligence	2910	Weight	Overweight
Copper Body	8	Magic Defense	3919	Spirit	2348	Speed	Slow

Fire, Water, Wind, Earth 125 | 75 | 100 | 100 | 100 | 闇 100 Places

EXP 20000 Gald 5000
Fall: — | — | —
Thief Blue Chamomile 50%
Venue: 125 Lost Ring of the Beyond ▶P.352 | —

Forzam

Boss

Level	58	Physical Attack	5900	Strength	3174	Agility	3456
HP	70000	Physical Defense	4732	Stamina	2214	Dexterity	2340
TP	3200	Magic Attack	4326	Intellect	2226	Weight	Overweight
Copper Body	8	Magic Defense	3629	Spirit	1980	Speed	(Slightly Fast)

Fire 100 | Water 100 | Wind 50 | Earth 150 Thievery | Light 100 | 闇 100

EXP 9500 Gald 0
Threnomaw Forzex 100%
Fall: — | —
— | —
Location Magic Armament Assault (Base — Varmia Gorge) ▶P.367

Petit Windham

Magic

Level	50	Physical Attack	1818	Strength	998	Agility	
HP	2662	Physical Defense	1755	Stamina	832	Dexterity	699
TP	1700	Magic Attack	1295	Intellect	725	Weight	Light (light)
Copper Body	1	Magic Defense	1319	Spirit	755	Speed	Normal

Fire 100 EXP | Water 100 | 風 -100 | Earth 200 | Earth 200 | 闇

200 Gald 200
Fall: — | — | —
Thief Orange Gummy 30%
Called by Lowpard L ▶P.367
oc ation -

Petit Dine

Magic

Level	50	Physical Attack	1317	Strength	754	Agility	687
HP	2538	Defense	1319	Stamina	756	Dexterity	610
TP	1800	Magic Attack	2072	Intelligence	1544	Weight	Light
Steel Body	1	Magic Defense	1488	Spirit	814	Speed	Normal

Fire 200 | 水 −100 | Wind 100 | Earth 100 | Light 100 | Barrier 100 Place

EXP 200 Gald 200
Fall: — | — | —
Steal Orange Gummy 30%
Venue: Called by Ropard ▶P.367 | —

Petit Norm

Magic

Level	50	Physical Attack	1469	Strength	850	Agility	672
HP	3536	Defense	1653	Vitality	1080	Dexterity	587
TP	954	Magic Attack	1260	Intelligence	780	Weight	Light
Copper Body	1	Magic Defense	1148	Spirit	640	Speed	Normal

Fire 100 | Water 100 | Wind 200 | Ground 100 Thief Orange Gummy | Light 100 | Gate 100 Location

200 Gald 200
Fall: — | — | —
30%
Venue: Lowbird calls ▶P.367 | —

Puchi Puri

Magic

Level	10	Physical Attack	188	Strength	101	Agility	105
HP	2255	Physical Defense	203	Stamina	120	Dexterity	121
TP	394	Magic Attack	338	Intelligence	239	Weight	Lightweight
Steel Body	0	Magic Defense	255	Spirit	135	Agility	Normal

Fire 100 | Water 100 | Wind 100 | Earth 100 Thief's Reliable Vine | Light 100 | Read 100 Location

9 Gald 22
Fall: Sturdy Vine 50% | Orange Gummy 30% | 50%
Field: Samangan Highway ▶P.185

プチフリート

Magic

Level	50	Physical Attack	1205	Strength	1080
Agility	798	HP	2729	Physical Defense	1425
Stamina	731	Dexterity	469	TP	1700
Magic Attack	1200	Intelligence	815	Heavy	
Steel Body	1	Magic Defense	962	Spirit	518
Speed		Light 光	100	Normal 闇	100

Fire -100 / Water 200 / Wind 100 / Earth 100 / Thief 100 / Places

EXP 2,000,000 Yuan 200

Fall: — / — / — / オレン Shate 30% / ローバードが呼ぶ ▶P.367

Venue: —

Pterabronc

P Boss

Level	32	Physical Attack	1622	Strength	952
Agility	844	HP	36000	Physical Defense	1218
Stamina	822	Dexterity	862	TP	1950
Magic Attack	1616	Intelligence	949	Weight	
Copper Body	7	Magic Defense	1159	Spirit	752
Sugu Ye Ye Su LI					

Fire 100 / Water 150 / Wind 70 / Earth 100 / Thief / Talent / Barrier / Overweight / Light 100 / Pavilion 100

EXP 2200 ガルド 2500

Fall: オパール 100% / — / — / Power of Eighty-one er ▶P.243

場 Place —

Pterabronc (Arena)

Request Pepper

Level	49	Physical Attack	3535	Strength	1623
Agility	1247	HP	42000	Physical Defense	1894
Stamina	1322	Dexterity	1068	Earth	100
Thief		TP	2250	Magic Attack	2314
Intelligence	1105	Weight		Steel Body	7
Magic Defense	1705	Spirit	1344	Speed	古也也速L)

Fire 100 / Water 150 / Wind 70 / Overweight / Light 100 / Closed 100 places

EXP 10 million yen work 1000

Fall: — / — / —

063 Field Opening Arena ▶P.361

Bryan Hawk

スピード

Level	72	Physical Attack	3346	Strength	1422
Agility	1363	HP	6900	Physical Defense	1933
Stamina	1031	Dexterity	975	TP	1657
Magical Attack	1469	Intelligence	961	Heavy	
Steel Body	0	Magic Defense	1043	Spirit	566
Ancient Yaya Speed					

Fire 100 EXP / Water 100 / Wind 100 / Earth 100 Thief: Lapis-colored Shell / Normal Light 100 / Barrier 100

EXP Under 9.99 million yuan 638

Fall: Sunbird Tail Feather 40% / — / 50%

cation Magna Zero Lo ▶P.370

Batch of 757 outside

スピード

Level	11	Physical Attack	488	Strength	146
Agility	184	HP	2845	Physical Defense	160
Dexterity	137	TP	261	Magic Attack	227
Intelligence	131	Weight		Steel Body	0
Magic Defense	180	Spirit	72	Speed	
Fast					

Fire 100 EXP / Water 100 / Wind 50 / Earth 150 / Light 100 / 闇 100 Places

EXP 140,000 Er F 28

Fall: Rotten Bone 50% / Life Bottle 20% / Stolen Rotten Bone 40%

Venue: Kurama Path ▶P.194

018 Wen Bounty Hunter P.329

フラワーハーピー

Magic

Level	49	Physical Attack	2042	Strength	928
Agility	994	HP	5500	Physical Defense	1670
Stamina	588	Dexterity	488	TP	1866
Magic Attack	1319	Intelligence	900	Weight	
Steel Body	○	Magic Defense	1106	Spirit	634
Speed					

Fire 100 / Water 100 / Wind 150 / Earth 100 / Thief / Light 100 / Barrier 100

EXP 322 Fang'er Down 222

Drop: 2 Magic Tome 40% / — / —

Thief: Magic Tool 50%

Field 所: Ni-Akeria Spirit Mountain ▶P.286

757–181 (Spirit World)

Magic

Level	49	Physical Attack	831	Strength	458
Agility	504	HP	5200	Physical Defense	748
Stamina	354	Dexterity	396	Earth	100
Thief		TP	1866	Magic Attack	1843
Intelligence	900	Weight		Steel Body	○
Magic Defense	947	Spirit	534	Speed	
Normal Light 100 / Gate 100 P 096 0 1 ▶P.346					

Fire 100 / Water 100 / Wind 100 / Earth 100 Thief / Light 100 / Normal

EXP 319 Fang'er Length 219

Fall: Buingumi 50% / — / —

アケリ… Field 2: Snow Mountain (Faerie Realm) P.302

Flower Butterfly

Magic

Level	48	Physical Attack	1509	Arm Strength	626
Agility	787	HP	5100	Physical Defense	1151
Stamina	554	Dexterity	529	Earth	150
TP	1845	Magic Attack	1275	Intelligence	794
Heavy Antiquity	Light/Holy 100	Normal Darkness		Copper Body	
○ Magic Defense	1298	Spirit	822	Speed	
100					

Fire / Water 100 / Wind 100 / Earth 150 / Light/Holy 100 / Normal Darkness / 100

EXP 1.8 million yen 196

Fall: Eerie Tentacle 40% / — / —

Thief: Eerie Tentacle 50%

Field Location: Ni-Akeria Sacred Mountain ▶P.286

737-75 (Fairy Realm)

Magic

Level	48	Physical Attack	731	Strength	370
Agility	474	HP	4900	Physical Defense	744
Stamina	386	Dexterity	409	Ground	100
TP	1755	Magic Attack	1674	Intelligence	743
Heavy		Light	100	Steel Body	0
Magic Defense	972	Spirit	575	Speed	
Normal					

Fire 100 EXP / Water 100 / Wind 100 / Earth 100 / Thief / Light 100 / Pavilion 100

EXP 1.76 million Card 192

Fall: Pine Gummy 30% / — / —

Thief Location: 2. Ding Xi Ling Mountain (Spirit Realm) P.302

Location —

Freeze Plant

パワー

Level	40	Physical Attack	1819	Strength	891
HP	8200	Physical Defense	922	Stamina	403
TP	974	Magic Attack	638	Intelligence	412
Steel Body	0	Magic Defense	470	Spirit	202

Agility 580 / Tool 310 / Heavy 5 / Sokoku

Fire 120 / Water 80 / Wind 100 / Land 80 / Heavy Light 100 / Normal Gate 100 Location

EXP 323 Wan Er Ka 122

Fall: Unwithering Flower 40% / — / Thief Not Withering Flower 50% / Zaira Forest ▶P.269

Area —

フリー Shimokuchi Hinori So

パワー

Level	39	Physical Attack	1871	Strength	599
HP	5300	Physical Defense	979	Stamina	558
TP	947	Magic Attack	641	Intellect	369
Steel Body		Magic Defense	645	Spirit	374

Agility 502 / Dexterity 329 / Earth 100 / Weight / Speed

Fire 50 / Water 150 / Wind 100 / Normal Light 100 / Normal Interval 100

EXP 133 Strength Down 110

Fall: Insect Demon Leg (妖虫の足) 40% / 3 Hits ji 10%

盗: Insect Demon Leg (妖虫の足) 50%

場所: , One Child Scorch Cave ▶P.266

Purigoku

Magic

Level	26	Physical Attack	1554	Arm Strength	355
HP	3200	Physical Defense	451	Stamina	227
TP	887	Magic Attack	818	Intelligence	442
Copper Body		Magic Defense	489	Spirit	281

Agility 256 / Dexterity 200 / Earth 100 / Weight / Speed Normal

Fire 100 / Water 150 / Wind 100 / Lightweight Light 100 / Visited 100 places

EXP 34 Shuer Card 48

Fall: No Saibao 40% / Orange Gummy 30%

Thief: Herb 50%

場: King's Hunting Ground ▶P.232

Pritachigare

Magic

Level	15	Physical Attack	924	Strength	164
HP	2650	Physical Defense	288	Stamina	156
TP	564	Magic Attack	471	Intellect	337
Steel Body		Magic Defense	242	Spirit	176

Agility 166 / Dexterity 165 Earth / Weight / Speed Normal

Fire 100 EXP / Water 150 / Wind 100 / 50 Thief Husband's Vine / Light 100 / Closed 100

14 Karka 31

Fall: Sturdy Vine 40% / 2 Silver Stones 30% / 50%

Location: Talas Highway ▶P.200

所 —

フ Son and daughter

Boss

Level	24	Physical Attack	1332	Strength	699
HP	28,000	Physical Defense	1008	Stamina	555
TP	1500	Magic Attack	1074	Intelligence	698
Steel Body	7	Magic Defense	899	Spirit	480

Agility 522 / Dexterity 467 Ground 100 / Weight / Speed e ye ye Speed(1

Fire 100 / Water 150 / Wind 100 / Overweight Light 100 Field Lacolum Road / 100 Locations

EXP Under 12 million ye 1500

©Kuichimo 1

Fall: — —

盗: リンクチャーム 100%

開 ▶P.226

Wenhua Yixi'er (Arena)

P Boss

Level	48	Physical Attack	3460	Strength	1544
HP	40000	Physical Defense	1583	Stamina	1322
TP	1800	Magic Attack	2314	Intelligence	1278
Copper Body		Magic Defense	1349	Spirit	821

Agility 1254 / Dexterity 954 Earth 100 Thievery / Heaviness / Overweight Light 100

Fire 100 / Water 150 / Wind 100

EXP 10,000,000 Yen 1000

Fall: — — / — — / — —

Field to Arena ▶P.361

Original Transformation One Ku

パワー

Level	64	Physical Attack	3008	Strength	1244
HP	5490	Physical Defense	1748	Stamina	919
TP	1523	Magic Attack	3299	Intelligence	756
Steel Body	0	Magic Defense	1817	Spirit	1154

Agility 968 / Dexterity 854 Ground 100 Thief / Weight Normal Light 100 / Speed Fast Interval 100 Location

Fire 100 / Water 100 / Wind 100

EXP 854 Ten Thousand Seven Hundred Below 666

Fall: Sunbird Tail Feather 30% / — — / Sunbird Tail Feather 50%

Venue: Tatar Abyss ▶P.388

Gen++(1)

Boss Fire 150

Level	30	Physical Attack	1437	Strength	745
HP	22000	Physical Defense	1052	Stamina	664
TP	1700	Magic Attack	1544	Intelligence	1092
Steel Body	4	Magic Defense	1301	Spirit	725

Agility 582 Wind 100 / Dexterity 596 Earth 100 / Weight / Speed Ancient Yeya Speed)

Water 50 / Normal Light 100 / Dark 100

EXP 13 million yuan 1000

falls: Petitioner 100%

盗: Adamant 100%

la ce One: Kan-Baruku P ▶P.241

Yuancao (2)

Boss

Level	37	Physical Attack	1493	Strength	902
HP	26000	Physical Defense	1265	Stamina	742
TP	2200	Magic Attack	1883	Intelligence	1181
Steel Body	4	Magic Defense	1619	Spirit	976

Agility 738 / Dexterity 846 Earth 100 Thief Aquamarine / Weight Normal Light 100 / Speed, also fast

Fire/Water 150 / 50 / Wind 100 / Pavilion 100

EXP 25,000,000 F 2000

Ba Yi Ku 100%

Fall: — —

場: Faizabird Marshlands ▶P.257

Preza (3)

Boss

Level	52 [Attack	3388 Strength	1790 Agility	1382	
HP	49000 Physical Defense	2433	Stamina	1346 Dexterity	1423
TP	3000	Magic Attack 3449	Intelligence 2811 Weight		Normal
Steel Body	6 Magic Defense	2887 Spirit	1771 Speed Slightly Fast		

Fire 150
Water 50
Wind 100
Earth 100 Thief Blue Basil
Light 100
闇 100 Places

EXP 14000 Gald 7500
Fall: Soul Ring 100%
Fall: – –
Fall: 100%
Location: Ni-Akeria Sacred Mountain ▶P.287
Location: – –

Pereza (Arena)

P Boss

Level	63 Physical Attack	4092 Strength	2414 Agility	1482	
HP	42000 Physical Defense	3018 Stamina	1447 Dexterity	1523 Earth 100 Thief	
TP	4000 Magic Attack	4328 Intelligence	2555	Weight: Normal, Light 100	
Copper Body	6 Magic Defense	3423 Spirit	1799	Speed: Slightly Fast, Closed 100	

Fire 150
Water 50
Wind 100

EXP 1000 Gald 0
Fall: – –
Fall: – –
Fall: – –
Place Location: 062 Arena ▶P.362
– –

Protec Spider

Power

Level	33 Physical Attack	1109 Strength	649	Agility 538	
HP	10000 Physical Defense	1128	Stamina	686	Dexterity 498 Earth 100 Thief Meadow Crystal
TP	792 Magic Attack	976	Intellect	556	重さ Normal
Steel Body	2 Magic Defense	851	Spirit	437 Speed	Normal

Fire 100
Water 100
Wind 100
Light 150
闇 50 Places

EXP 188 Gald 82
Fall: Meadow Crystal 40%
Fall: Treat 50%
Fall: 50%
Location: Olda Palace ▶P.249
– –

Bronze Vacula

Boss

Level	40 Physical Attack	1100 Strength	400 Agility	500	
HP	8000 Physical Defense	2380 Vitality	2000 Dexterity	500	
TP	0 Magic Attack	1100 Intelligence	400 Weight	Heavy	
Copper Body	0 Magic Defense	2380	Spirit	2000 Speed	Normal

25
Fire
Water 25
New Wind 25
Earth 25 Thief
Light 25 Places Fields and Dungeons p.153 ※
闇 25 Locations

EXP 2000 Gald 0
Fall: Miracle Gummy 30%
Fall: Life Bottle 5%
Fall: – –
– –

Heavysol Arcknoa

Technique

Level	27 Physical Attack	621	Strength	395 Agility	259
HP	3800 Defense	589	Stamina	355 Dexterity 531 Ground 100 Thief Crown Feather	
TP	1513 Magic Attack	751 Intelligence	389	Weight: Normal	
Copper Body	0 Magic Defense	615 Spirit	219	Speed: Slightly Fast	

Fire 100
Water 150
Wind 100
Light 100
場 Liberty Cavern ▶P.235
闇 100
Location -

EXP 53 Gald 58
Fall: Crown Feather 40%
Fall: Liquor Bottle 20%
Fall: 70%

Heavy Sol Command

Technique

Level	42 Physical Attack	1085 Strength	696 Agility	489 Wind 100	
HP	5000 Defense	964 Stamina	532	Dexterity 791 Earth 100	
TP	2587 Magic Attack	1318 Intelligence	747 Weight	Normal	
Steel Body	0 Magic Defense	1109 Spirit	485 Agility Somewhat Fast		

Fire 100
Water 100
Wind 100
Light 150
場 Kan Bulk (2) ▶P.273
闇 100 Places

EXP 209 Gald 140
Fall: Elixir 2%
Fall: – –
Steal: Elixir 10%
– –

Heavy Sol Sergeant

Technique

Level	43 Physical Attack 1182 Strength		738 Agility	542	
HP	5200 Physical Defense	1068 Vitality	596 Dexterity 823 Ground 100 Thief Specific		
TP	2656 Magic Attack	1261 Intelligence	691 Weight Normal Light 100		
Steel Body	0 Magic Defense	1015 Spirit	383 Speed Slightly Fast		

Fire 100
Water 150
Wind 100
闇 100 Places

EXP 211 Gald 147
Fall: Treat 3%
Fall: – –
Fall: 20%
Venue: Voyage Ship Jilnitra ▶P.275
– –

Heavy Sol Chief

Technique

Level	39 Physical Attack	1089 Strength	654 Agility	518	
HP	4900 Defense	1062 Stamina	621 Dexterity	760	
TP	2402 Magic Attack	1106 Intelligence	556 Weight: Normal Light 100		
Copper Body	0 Magic Defense	1038 Spirit	471 Speed: Slightly Fast		

Fire 100
Water 100
Wind 100
Earth 100
Pavilion 100

EXP 139 Gald 113
Fall: Rare Metal 40%
Fall: – –
Steal: Rare Metal 50%
[Nole Cave L ▶P.267
oc ation: Kan-Balk *2 ▶P.274

Heavy Sol Head

Technique

Level	57 [Physical Attack 2036 Strength		1045 Agility	845	
HP	7200 Physical Defense	1640 Vitality	924 Dexterity	1144 Earth 100	
TP	2744 Magic Attack	1924 Intelligence	787 Weight: Normal Light 100		
Steel Body	0 魔防	1597 Spirit	754 Speed: Slightly Fast		

2036 Strength
924 Dexterity

Fire 100
Water 100
Wind 100
闇 100 Places

EXP 555 Gald 333
Fall: Treat 10%
Fall: – –
Pirate Venue: Specific 20%
126 Baran's Wager ▶P.353
– –

※1: Appears in certain fields or dungeons with a 5% probability. Refer to map names on P.153.

*2: Appears only during the second battle in Part 3: Kan-Balk.

Heavy Lizard

Power

Level	73 Physical Attack	3147 Strength	1502 Agility 1085
HP	6900 Defense	1725 Stamina	974 Dexterity
TP	1907 Magic Attack	2255 Intelligence	829 Weight
Steel Body	0 Magic Defense	1264 Spirit	827 Agility

Fire 100
Water 100
Wind 100
Earth 100 Steal Specific Plus 50%
Light 100 Magna Zero P.370
Normal Items -

EXP 1155 Gald 645
Specific 30%
Fall — —
Place -

Penguinist

Speed

Level	38 Attack	1047 Strength	528 Agility 694
HP	4000 Physical Defense	1038 Vitality	516 Dexterity 338
TP	816 Magic Attack	650 Intelligence	388 Weight 338
Steel Body	0 Defense	578 Spirit	298 Speed Slightly Fast

Fire
Water 50
Wind 100
Earth 100
Light 100
Normal 150

EXP 137 Gald 103
Raptor Claw 40%
Fall — —
Thief Life Bottle Seira i Frozen Plain 50% P.264
Location Tourai Frozen Plain P.259

Boa

Power

Level	8 Physical Attack	275 Strength	178 Agility 114
HP	3000 Defense	248 Vitality	144 Dexterity 97
TP	237 Magic Attack	188 Intelligence	119 Weight Normal
Steel Body	0 魔防	140 Spirit	58 Speed Somewhat Fast

Fire 100
Water 100
Wind 100
Earth 100
Light 100
Normal 100

EXP 15 Gald 22
Rotten Bone 40%
Fall Apple Gummy 30%
Thieving Decayed Bone 30%
場 Samangan Highway P.185
Place -

Hawk

Speed

Level	10 Physical Attack	278 Strength	128 Agility 177
HP	2550 Defense	353 Stamina	222 Dexterity 130 Earth 100
TP	230 Attack	194 Intelligence	98 Weight: Normal
Steel Body	0 Magic Defense	187 Spirit	90 Speed: Slightly Fast

Fire
Water 100
Wind 100
Light 100 Field
Normal 100 Places

EXP 15 Gald 25
Bird egg 50%
Fall — —
Thief Apple Gummy 80% P.185
Samangan Road —

Mine Goblin

Technique

Level	63 Physical Attack	2543 Strength	985 Agility 813
HP	4500 Physical Defense	1588 Stamina	854 Skillful 1284 Earth 100
TP	4136 Magic Attack	2880 Intelligence	2045 Weight Normal Light 100
Copper Body	0 Magic Defense	1803 Spirit	824 Agility Slightly Slow

Fire
Water 100
Wind 150
Light 100
Normal 100

EXP 789 Gald 570
Rivavius Ore 40%
Fall — —
Steal Elixir Tatar Hol e Location - 10% P.388

Mineskeleton

?Strange

Level	20 Physical Attack	493 Strength	300 Dexterity 238
HP	6000 Defense	457 Stamina	255 Dexterity 180 Earth 50
TP	530 Attack	532 Intelligence	382 Weight Heavy Light 100
Steel Body	0 魔防	395 Spirit	211 Speed Slightly Fast Link 100

Fire
Water 100
Wind 150
Light 100
Normal 100

EXP 65 Gald 116
High-quality down 40%
Fall Life Bottle 20%
盗 Mysterious Peed 80%
Venue Fergana Mine P.216
Location -

Mine Plant

Power

Level	27 Physical Attack	815 Strength	499 Agility 388
HP	6500 Defense	750 Stamina	418 Dexterity 214 Ground
TP	619 Magic Attack	519 Intelligence	354 Weight Heavy
Steel Body	0 Magic Defense	386 Spirit	187 Speed Normal

Fire
Water 100
Wind 150
50 Steal Herbs
Light 100
Normal 100

EXP 95 Gald 99
Herb 40%
Fall Liquor Bottle 30%
70%
Site Liebury Rock Hole P.235
—

Maxi Cat

Speed

Level	18 Attack	432 Strength	208 Agility 300
HP	3200 Defense	444 HP	223 Dexterity 182 Earth 100 Steal Broken Fang
TP	389 Magic Attack	340 Intelligence	210 Weight Normal
Steel Body	0 Defense	259 Spirit	108 Agility Fast

Fire
Water 100
Wind 100
Light 100
Normal 100

EXP 27 Gald 44
Broken 牙 40%
Fall Life Bottle 20%
50%
Venue Voltea Forest Path P.214
Place -

Maxwell

Boss

Level	60 Physical Attack	3720 Strength	2000 Agility 1700
HP	70000 Physical Defense	2920 Stamina	1500 Dexterity 1600 Earth
TP	5000 Magic Attack	3320 Intelligence	2000 Weight
Steel Frame	9 Magic Defense	3160 Will	1800 Speed: Rather Fast

Fire ※
Wind ※
Earth ※
Light 100
Normal 100

EXP 50000 Gald 25000
Elemental 100%
Fall — —
※ Thief Elemental Mantle 100%
Path of World Refinement P.289
Venue Place: Akeria Kumoyama (Sprinkle Rd) P.303

※ By using "Attribute Change," the defensive attribute shifts among four patterns. If resistant to Fire, then Water is the weakness; if resistant to Water, then Fire is the weakness; if resistant to Wind, then Earth is the weakness; if resistant to Earth, then Wind is the weakness. The value when resistant is 50, and the value when weak is 200.

35 Yi (1)

Boss

Level	50	Physical Attack	2301	Strength	1897	Agility	1192
HP	48000	Physical Defense	2542	Stamina	1448	Dexterity	1245
TP	4000	Magic Attack	2967	Intelligence	1966	Heaviness	Normal
Steel Body		Magic Defense	2414	Spirit	1274	Soku Kō Yaya Soku)	

Fire 100 / Water 100 / Wind 100 / Earth 100 / Thieves / Light 130 / Read 70

EXP 10000 ten-thousand Yuan 5000
© Santian Only One 100%
Fall — — / — —
Il Fan ▶P.284
Place —

Sa'eki (2)

ボス

Level	50	Physical Attack	2301	Strength	1252	Agility	1054
HP	21000	Physical Defense	1866	Stamina	1084	Dexterity	1009
TP	2000	Magic Attack	2238	Intelligence	1388	Weight	Normal
Steel Body		Magic Defense	2307	Spirit	1224	Speed	ye ye speed

Wind 100 / Earth 100 Thievery / Light 130 / 闇 70

EXP 20,000,000 Yuan Ed 5000
Only one per three days 100%
Fall — — / — —
Sanzishu Shrine (Spirit World) ▶P.301
Location —

Sa yiku (3)

Boss

Level	65	Physical Attack	2381	Strength	2044	Agility	1896
HP	40000	Physical Defense	2244	Stamina	1998	Dexterity	2055
TP	4800	Magic Attack	2613	Intelligence	2350	Heavy	Normal
Copper Body		Magic Defense	2553	Spirit	2150	speed (ye speed)	

Fire 100 EXP 50,000 ten thousand child under 20,000 / Water 100 / Wind 100 / Earth 100 / Light 130 / 闇 70

Fall — — / — —
Thief — —
World Essence/Path (2) ▶P.319
Field
Location —

Three Five Yi (4)

Boss

Level	70	Physical Attack	2731	Strength	2436	Agility	2022
HP	54000	Physical Defense	2511	Stamina	2011	Dexterity	2125
TP	5700	Magic Attack	2633	Intelligence	2414	times	eavier
Steel Body	6	Magic Defense	2777	Spirit	2220	Speed	Fast

Fire 100 EXP / Water 100 / Wind 100 / Ground 100 / Normal / Light 130 / 闇 70

0 ガルド 0
Fall — — / — —
盗 ストロングトリート 40%
場 World Essence/Path (2) ▶P.320
Location -

Three コ (Arena)

(Pepper

Level	60	Physical Attack	1682	Strength	1388	Agility	1411
HP	20000	Physical Defense	1864	Stamina	1240	Dexterity	1224
TP	1400	Magic Attack	1532	Intelligence	1567	Weight	き
Copper Body	4	Magic Defense	1804	Spirit	1157	Speed	さ

Fire 100 EXP / Water 100 / Wind 100 / arth 100 Thief Normal / Light 100 062 Locatio / 闇

Under 20,000,000 Yuan 2000
Fall — — / — —
n- F — —
as t 100 闘技場 ▶P.363

Power Two ルム

① Power One Card

Level	44	Physical Attack	1282	Strength	778	Agility	628
HP	10000	Physical Defense	1372	Stamina	640	Dexterity	330
TP	562	Magic Attack	888	Intelligence	399	Weight	Heavy
Copper Body	0	Magic Defense	743	Spirit	458	Agility	Slow

Fire 120 / Water 80 / Wind 120 / Earth 80 / Light 100 / Min 100

EXP 4.24 million children down 154
Rare Metal 30%
Fall Yi ke Park(er) 20%
Steal Rare Metal 50%
場 Travel Ship Jirunitra ▶P.275
Location One

Megisto Strent

パワー

Level	49	Physical Attack	2032	Strength	1092	Agility	708
HP	8800	Physical Defense	1221	Stamina	578	Dexterity	409
TP	1244	Magic Attack	1791	Intelligence	450	Weight	Heavy
Steel Body		Magic Defense	814	Spirit	479	Speed	Normal

Fire 150 / Water 100 / Wind 100 / Ground 100 / Light 100 / 闇 100 Place Openin Ok Arena

EXP 644 Strength Down 219
2 Masu Grain 40%
Fall — —
Thief 2 Second-grain Material 50%
場 Ni-Akelia Cloud Mountain ▶P.286
▶P.357

Megist Strent (Spirit World)

パワー

Level	49	Physical Attack	1291	Strength	796	Agility	622
HP	9000	Physical Defense	1141	Stamina	609	Dexterity	416
TP	1257	Magic Attack	1833	Intelligence	506	Weight	Heavy
Steel Body		Magic Defense	740	Spirit	390	Speed	Normal

Earth 150 / Light 100 / Pass 100

EXP 709 Jiu'er Card 246
38 one divination child 30%
fall 2 straight-grain material 40%
盗 — —
場 2. Dingkum Ryo Spirit Mountain (Spirit World) P.302
Location —

Wu half down eight one seven-

Magic

Level	75	Physical Attack	2955	Strength	1289	Agility	1146
HP	7400	Physical Defense	1738	Stamina	893	Dexterity	963
TP	2897	Magic Attack	3039	Intelligence	1261	Weight	Normal
Copper Body		Magic Defense	1632	Spirit	1002	Speed	Normal

Wind 100 / Earth 100 / Light 100 / Read 100

EXP 988 Strength Origin Ba 656
3 K ichi 10%
Fall — —
Thief 5 Talent K -ichi (remains unclear) 10%
oc ation — Magna Zero L ▶P.370

Megistos Mandra

Technique

Level	73	Physical Attack	4628	Strength	1109	Agility	903
HP	6400	Defense		1553	Stamina	890	Dexterity	1491
TP	4767	Magic Attack	3355	Intelligence	238	Weight	Light
Copper Body	0	Magic Defense	2056	Spirit	1114	Speed	Normal

Fire 150 / Water 100 / Wind 100 / Earth 100 / Light 100 / Open

EXP 622 Gald 643
Fall: Hourglass 5% / – / Thief: Great Tree's Bounty 50%
Venue: Magna Zero ▶P.370 / 100 Places –

Manyft

Guard

Level	56	Physical Attack	2271	Strength	1278	Agility	1022
HP	8800	Physical Defense	1518	Stamina	650	Dexterity	680
TP	723	Magical Attack	1532	Intellect	724	Weight	Normal
Steel Body		Magical Defense	1032	Spirit	500	Speed	Slow

Earth 150 / Thief / Navimetal / Barrier 100 / Location

EXP 524 Gald 338
Drop: 2 Magic Tome 40% / – / – 50%
Venue: Helioborg Base ▶P.308 / –

Manyfto Foa

1 Guard

Level	77	Physical Attack	3401	Strength	1438	Agility	1253
HP	10500	Physical Defense	1895	Stamina	1057	Dexterity	1001
TP	934	Magic Attack	2651	Intelligence	1063	Weight	Normal
Steel Body	0	Magic Defense	1653	Spirit	940	Speed	Slow

Fire 100 EXP / Water 100 / Wind 100 / Earth 100 / Thief / Strange / 光 100 / 闇 100 Places

1122 Gald 678
Fall: Rivavius Ore 40% / – / Core 25%
Venue: Magna Zero ▶P.370

Melanblon

Boss

Level	61	Physical Attack	5000	Strength	2814	Agility	2220
HP	75,000	Physical Defense	3466	Vitality	1,772	Dexterity	1,356
TP	4000	Magic Attack	5,007	Intelligence	2,377	Weight	Overweight
Copper Body	10	Magic Defense	2,875	Spirit	1,586	Slightly fast speed	

Fire 75 / Water 125 / Wind 75 / Earth 100 / Light 100 / 闇 100

EXP 14000 Gald 0
Fall: Called Demon Blade Merandetra 100% / – / –
Pirate: – / – / Field Magic Equipment Strategy Facility (Helioborg Base) ▶P.368

Unicorn

Speed

Level	60	Physical Attack	2484	Strength	1077	Agility	1074
HP	7100	Physical Defense	1573	Vitality	814	Dexterity	532
TP	1362	Magic Attack	1472	Intelligence	464	Weight	Normal
Steel Body	0	魔防	858	Spirit	446	Speed	Fast

Earth 100 / Thief / Light 100 / Sound 100

EXP 1450 Gald 455
Fall: – / – / – / Location 【062 Arena Place -】 ▶P.359

Gate of the Twilight Darkness

Guard

Level	65	Physical Attack	3398	Strength	1315	Agility	924
HP	15000	Physical Defense	1668	Stamina	1143	Dexterity	875
TP	870	Magic Attack	2197	Intelligence	964	Weight	Heavy
Steel Body	0	Magic Defense	959	Spirit	542	Speed	Slow

150 / Fire / Water 100 / Wind 100 / Earth 100 / Light 100 / 闇 100

EXP 1770 Gald 625
Fall: Rivavius Ore 30% / – / Steal: Dragon Ash 30%
Location Tartar Abyss ▶P.388 / Place-

Gate of World Spirits

Guard Fire 100

Level	80	Physical Attack	3307	Strength	1411	Agility	1107
HP	17400	Physical Defense	1898	Stamina	1162	Dexterity	954
TP	996	Magic Attack	3005	Intelligence	1191	Weight	Heavy
Copper Body	0	魔防	1721	Spirit	1211	Speed	Slow

Wind 100 / Earth 100 / Light 100 / Area 100 Location

EXP 2150 Gald 1275
Drop: Norivavius Ore 30% / Omega Elixir 5% / Steal: Dragon Ash 30%
Venue: Magna Zero ▶P.370 / –

Riot Sol Arcknoa

Speed

Level	27	Physical Attack	789	Strength	423	Agility	485
HP	4200	Physical Defense	753	Vitality	378	Dexterity	284
TP	530	ATI値	525	Intelligence	315	Weight	Normal
Steel Body	0	Magic Defense	434	Spirit	201	Speed	Slightly Fast

150 / Fire / Water 100 / Wind 100 / Earth 100 / Steal: Panacea Bottle / Light 100 / Closed 100

EXP 58 Gald 72
Fall: Leafy Greens 40% / Life Bottle 5% / Bottle 80%
場所: Liberty Cavern ▶P.235 / –

Riot Sol Command

Speed

Level	42	Physical Attack	1277	Strength	692	Agility	799
HP	4700	Physical Defense	1426	Stamina	530	Dexterity	348
TP	905	Magic Attack	678	Intelligence	426	Weight	Normal
Copper Body	0	Defense		510	Spirit	216	Speed	Slightly Fast

Earth 100 / Light 150 / 闇 100

EXP 198 Gald 131
Fall: Specific 10% / – / –
盗: Specific Plus 40%
場所: Kang Baruk (2) ▶P.273 / –

Riot Sol Sargent

スピード

Level	43 Physical Attack 1309 Strength	714 Agility	830	
HP	5200 Physical Defense 1127 Stamina	487 Dexterity	362 Earth 100 Thief Specific Plus	
TP	929 Magic Attack 698 Intelligence	435 Weight さ	Normal	Light 100
Copper Body	0 Magic Defense 533 Spirit	229 Sokuya ya ya Sokuha Reading 100		

Fire 100
Water 100
Wind 150

EXP 2.25 million Er F 143
Fall Specific 10%
– –
盗 40%
Place Location Voyage Ship Jilnitra ▶ P.275
–

ライオットソル・チーフ

Try Once

Level	54 Physical Attack 2106 Strength	823 Agility	1258	
HP	6400 Physical Defense 1561 Stamina	642 Dexterity	358	
TP	1054 Magic Attack 775 Intelligence	499 Weight	Normal	Light 100
Copper Body	○ Magic Defense 622 Spirit	308 Speed ya ya speed	闇	100

Fire 100
Water 100
Wind 100
Earth 100
Light 100

EXP 504 Ten Thousand Yen 422
Fall Mix Gummies 30%
– –
盗 Specific 40%
Place Location 104 Strength Hunting Cut Hunting Cut ▶ P.247
–

La Shugar Sword Sergeant

Technique

Level	36 Physical Attack 794 Strength	428 Agility 485 Wind 100		
HP	3200 Physical Defense 754 Stamina	378 Dexterity 662 Earth 150		
TP	1153 Magic Attack 858 Intelligence	301	662 Earth 150	
Copper Body	0 Magic Defense 726 Spirit	254	Ancient Heavy Normal Light 100	
		Ancient ya ya speed	闇	100

Fire 100 EXP
Water 100
Wind 100

104 Fangyuan F 88
△ Pearl 40%
Mitsuhachiichipaku (San-hachiichi Paku) 15%
Thief Pearl 50%
Location: Feizarbād Marshlands ▶ P.256
Place -

La Shugar Swordsman

Technique

Level	14 Physical Attack 393 Strength	168 Agility	158	
HP	3000 Physical Defense 282 Stamina	154 Dexterity	377 Earth 100 Thief	
TP	906 Magic Attack 361 Intelligence	120 times さ	Normal	Light 100
Steel Body	○ Magic Defense 328 Spirit	78 Speed gi ya ya Speed Closed 100		

Fire 100
Water 100
Wind 100

EXP 200,000 yen below 34
Broken Fang 40%
Apple Gummy 20%
– –
場所 Gandara Fortress ▶ P.203
–

La Shugaru Heavy Sergeant

ガード

Level	36 Physical Attack 896 Strength	542 Agility	429	
HP	3800 Physical Defense 854 Stamina	486 Dexterity	389 Earth 200 Thief Pearl	
TP	438 Magic Attack 815 Intelligence	462 Heavy さ	Normal Light 100	
Steel Body	0 Magic Defense 551 Spirit	217 Speed さ ye Speed LI	闇	100

Fire 100
Water 100
Wind 100

EXP 1,070,000 yen 97
Pearl 40%
Fall Liquor Bottle 20%
70%
7 X Y Twenty-eight Once Nemuno P..
25
6 Place

La Shugar Heavy Infantry

ガード

Level	14 Physical Attack 369 Arm Strength	216 Agility	167	
HP	3655 Physical Defense 432 Stamina	265 Skillful	141 Earth 100 Thief	
TP	181 Magic Attack 286 Intelligence	182 Heavy Consultation Normal Light 100		
Copper Body	○ Magic Defense 219 Spirit	98 Speed さ 也也 Speed LI Reading 100		

Fire 100
Water 100
Wind 100

EXP 200,000 Yen and Below 34
Hard Scale 40%
Fall Apple Gummy 20%
– –
Gandhara Fortr ▶ P.203
es
s Location

La Sugar Heavy Soldier Remnant

ガード

Level	31 Physical Attack 798 Strength	487 Agility	386	
HP	5200 Physical Defense 730 Stamina	401 Dexterity	237 Earth 100	
TP	549 Magical Attack 601 Intelligence	410 Weight	Normal Light 150	
Steel Body	0 Magic Defense 470 Spirit	246 Speed? Confuse? He also speed hears 50		

Fire 100
Water 100
Wind 100

EXP 73 Ten-Thousand-Yen Card 83
Pelt 40%
Fall Liquor Bottle 20%
盗 Lemon Gummy 70%
場 Barnaul Highway ▶ P.245
Place –

La Shugar Heavy Soldier Captain

Another Card

Level	16 Physical Attack 889 Strength	219 Agility	188	
HP	3923 Physical Defense 446 Stamina	290 Dexterity 149 Earth 100 Thievery		
TP	195 Magic Attack 322 Intelligence	211 Weight Normal Light 100		
Steel Body	0 Magic Defense 243 Spirit	112 Speed also also Speed Relation		
		ま い		100

Fire 100
Water 100
Wind 100

EXP 220,000 (approx.) 36
2 Poison Needles 40%
Fall Lemon Gummy 20%
– –
Gandhara Fortre ▶ P.206
ss
Location

La Shugar Magic Sergeant

Magic

Level	36 Physical Attack 708 Strength	345 Agility	478	
HP	2800 Physical Defense 748 Stamina 385 Dexterity 488 Earth 150 Thievery Pearls			
TP	1313 Magic Attack 1244 Intelligence 664 Weight		Normal Light 100	
Copper Body	0 Magic Defense 878 Spirit	429 Speed Slightly fast	闇	100

Fire 100
Water 100
Wind 100

EXP 990,000 112
2 Pearls 40%
Fall Orange Gummy 10%
50%
Faizabādo Swamp ▶ P.256
Venue
Location

La Shugar Magic Infantry

Magic

Level	14	Physical Attack	244	Strength	129	Agility	132
HP	2674	Physical Defense	290	Stamina	165	Dexterity	170
TP	544	Magic Attack	399	Intelligence	261	Weight	Normal
Copper Body	0	Magic Defense	336	Spirit	182	Speed: Slightly Fast	

Fire 100 / Water 100 / Wind 100 / Land 100 / Thief / Light 100 / Barrier 100 / Location-

EXP 22 Gald 30
Fall: Silver Ore 40% / Orange Gummy 20% / – –
Field Gandhara Fortress ▶P.203

La Shugaru Sorcerer Ruins

Magic

Level	30	Physical Attack	649	Strength	425	Agility	279
HP	4200	Physical Defense	539	Stamina	287	Dexterity	384
TP	1046	Magic Attack	839	Intellect	544	Weight	Normal
Steel Body	0	Magic Defense	665	Spirit	326	Speed: Slightly Fast	

Fire 100 EXP / Water 100 / Wind 100 / Earth 100 / Light / 150 / 闇 50

75 Gald 70
Drop: 2 Gold Sand 40% / Orange Gummy 20% / 盗 Lemon Gummy 70%
tio n: Barnaul Road Loca ▶P.245 / –

La Shugar Elite Swordsman

Technique

Level	33	Attack	881	Strength	404	Agility	677
HP	4700	Physical Defense	841	Stamina	354	Dexterity	649
TP	980	Magic Attack	878	Intelligence	389	Weight	Normal
Steel Body	0	Magic Defense	860	Spirit	389	Speed	Slightly Fast

Fire 100 EXP / Water 100 / Wind 100 / Earth 100 / Light 150 / 闇 50

79 Gald 77
Fall: Geo Stone 40% / Liquor Bottle 20%
盗 Geo Stone 50%
Orda Palace ▶P.248 / –

La Shugar Elite Heavy Infantry

1 Guard

Level	33	Physical Attack	838	Strength	501	Agility	410
HP	5200	Defense	802	Vitality	456	Dexterity	255
TP	582	Magic Attack	649	Intelligence	439	Weight	Normal
Copper Body	0	Magic Defense	466	Spirit	224	Speed: Slightly Fast	

Fire 100 / Water 100 / Wind 100 / Earth 100 / Light 150 / 闇 50 Locations-

EXP 85 Gald 70
Fall: Geo Stone 40% / Lemon Gummy 15%
盗 Geo Stone 70%
Field Orda Palace ▶P.248

La Shugal Senior Artilleryman

Magic

Level	33	Physical Attack	587	Strength	295	Agility	330
HP	4200	物防	630	Stamina	373	Dexterity	392
TP	1146	Magic Attack	965	Intelligence	627	Weight	Normal
Steel Body	0	魔防	713	Spirit	348	Speed	Slightly Fast

Fire 100 / Water 100 / Wind 100 / Earth 100 / Thief / Geostone / Light 150 / Olda Palace / 闇 50

EXP 84 Gald 68
Fall: Geo Stone 40% / Orange Gummy 20% / 50%
場 ▶P.248
Place -

La Shughal Special Heavy Trooper

① Guard

Level	16	Physical Attack	389	Strength	219	Agility	188
HP	3923	Physical Defense	446	Stamina	290	Dexterity	149
TP	195	Magic Attack	322	Intelligence	211	Weight	Normal
Steel Body	0	Magic Defense	243	Spirit	112	Agility	Somewhat Fast

Fire 100 / Water 100 / Wind 100 / Earth 100 / Thief / Light 100 / Gandara Fortress / 闇 100

EXP 800 Gald 36
Fall: 2 Poison Needles 40% / Lemon Gummy 20% / – –
Place - ▶P.208

Rapid Horse

Speed

Level	4	Physical Attack	138	Strength	70	Agility	77
HP	1855	Defense	172	Stamina	112	Dexterity	84
TP	147	Magic Attack	105	Intelligence	45	Weight	Normal
Copper Body	0	Magic Defense	111	Spirit	52	Agility	Fast

Fire 100 / Water 100 / Wind 100 / Earth 100 / Thief / Copper Ore / Light 100 / 闇 100 Places

EXP 20 Gald 29
Drop: Copper Ore 40% / Life Bottle 15% / 50%
Gari Inquiry ▶P.171
Venture: Simulation in Monster Subjugation P.326

Rapid Horse (Spirit World)

Speed

Level	46	Physical Attack	1334	Strength	714	Agility	828
HP	5200	Physical Defense	1255	HP	616	Dexterity	403
TP	1008	Magic Attack	764	Intelligence	458	Weight	Normal
Steel Body	0	Magic Defense	658	Spirit	325	Agility	Fast

Fire 100 EXP / Water 100 / Wind 100 / Earth 100 / Thievery / Light 100 / 闇 100

488 Gald 178
Fall: Holy Bottle 30% / – – / – –
場 Garry Mondou (Spirit World) ▶P.293
Location -

Rando-Otaota

??? Strange

Level	20	Physical Attack	421	Strength	224	Agility	244
HP	2800	Defense	447	Stamina	256	Dexterity	172
TP	530	Magic Attack	468	Intelligence	318	Weight	Light Light
Steel Body	0	Defense	400	Spirit	234	Agility	Rather Fast

Fire 150 / Water 50 / Wind 100 / Earth 100 / Light 100 / 闇 100 Places

EXP 19 Gald 62
Fall: Herb 40% / Lemon Gummy 10%
盗 Dangerous Liquid 80%
場 Lakorumu Road ▶P.224 / –

Randōgekogeko

?? Strange

Level	21	Physical Attack	414	Strength	299	Agility	268
HP	4000	Physical Defense	493	Vitality	273	Dexterity	176
TP	581	Magic Attack	459	Intelligence	305	Weight	Normal
Copper Body	0	Magic Defense	412	Spirit	246	Speed	Slightly Fast

Fire 50 / Water 150 / Wind 100 / Earth 100 / Thief / Dangerous / Liquid / Light 100 / Dark 100 / Place

EXP	34	Gald	77
Fall	No Herb		40%
	Pine Gummy		10%
			50%
Location	Lakorumu Road		P.224
	062 Arena		P.356

Randō Goblin

Technique

Level	21	Physical Attack	487	Strength	322	Agility	184
HP	2900	Defense	450	Stamina	276	Dexterity	462
TP	1291	Magic Attack	456	Intelligence	149	Weight	Normal
Key Body	0	Magic Defense	460	Spirit	153	Speed	Slightly Slow

Fire 150 / Water 100 / Wind 100 / Earth / 50 / Light 100 / Power 100

EXP	34	Gald	41
Fall	Poison Needle		40%
	Panacea Bottle		20%
盗	Panacea Bottle		50%
場	Rakorumu Highway		P.224
Location	062 Arena		P.356

Landō Chunchun

Technique

Level	14	Physical Attack	320	Strength	179	Agility	189
HP	2840	Physical Defense	288	Stamina	139	Dexterity	258
TP	906	Magic Attack	346	Intelligence	178	Weight	
Copper Body	0	Magic Defense	260	Spirit	70	Speed	

Fire 100 / Water 150 / Wind / Earth 100 / Thief / Light / Dark / Place

EXP	12	Gald	28
Fall	Silver Ore		40%
	Pine Gummy		20%
	–		–
	Taras Highway		P.200
	–		

Landō Trent

Power

Level	16	Physical Attack	416	Strength	244	Agility	191
HP	Physical Defense	660	451	Stamina	288	Dexterity	174
TP	389	Magic Attack	252	Intelligence	121	Weight	Heavy
Steel Body	0	Magic Defense	261	Spirit	133	Speed	Normal

Fire / Water 150 / Wind 100 / Earth 100 / Light 100 / Gate 100

EXP	100	Gald	44	53
Fall	Sturdy Vine			40%
	–			–
Thief	Pine Gummy			50%
	Talas Road			P.200
Place	–			

Random Mandrake

Technique

Level	54	Physical Attack	708	Strength	899	Agility	614
HP	4900	Defense	1253	Stamina	705	Dexterity	1023
TP	3547	Magic Attack	2172	Intelligence	982	Weight	
Copper Body	0	Magic Defense	1695	Spirit	885	Speed	

Fire 100 / Water 100 / Wind 100 / Earth 100 / Light / Brightness 100 / Normal / Interval 100

EXP	272	Gald	295
Fall	Thorn of the magic grass		40%
	–		–
盗	Thorn of the magic grass		50%
	Torubaran Highway		P.306
Place	-		

Leaf Mandr

Technique

Level	9	Physical Attack	190	Strength	125	Agility	Wind 70
HP	2100	Physical Defense	184	Vitality	117	Dexterity	Earth 182
TP	625	Magic Attack	206	Intelligence	85	Weight	Light
Copper Body	0	Magic Defense	188	Spirit	62	Speed	Normal

Fire 150 / Water 100 / Earth 50 / Light 100 / 100

EXP	9	Gald	20
Fall	Silver Ore		40%
	Panacea Bottle		30%
盗	Silver Ore		50%
場	Samangan Arboreal Realm		P.188
	-		

Lizardman

Power

Level	64	Physical Attack	2882	Strength	1373	Agility	907
HP	6400	Physical Defense	1643	Vitality	825	Dexterity	697
TP	1544	Magic Attack	2245	Intelligence	896	Weight	Normal
Copper Body	0	Magic Defense	1251	Spirit	654	Speed	Normal

Fire 100 / Water 100 / Wind 100 / Land 100 / Thief / Miracle / Gummy / Light 100 / 100

EXP	921	Gald	512
Fall	Life Bottle		20%
	Liqueur Bottle		20%
			30%
	Tatar Underworl		P.388
	-		

Little Dine

Guard

Level	44	Physical Attack	2078	Strength	1224	Agility	823
HP	9400	Defense	1293	Stamina	555	Dexterity	724
TP	778	Attack	1850	Intelligence	884	Weight	Normal
Steel Body	0	Magic Defense	1272	Spirit	661	Speed	Slow

Fire 150 / Water 50 / Wind 100 / Land 100 / Thief / Light 100 / 100

EXP	300	Gald	100
Fall	–		–
	–		–
	–		–
	062 Arena		P.358
Place	–		

Rune Club

1 Guard

Level	74	Physical Attack	3442	Strength	1683	Agility	1048
HP	6792	Physical Defense	1819	Vitality	1154	Dexterity	1059
TP	1919	Magic Attack	3335	Intelligence	855	Weight	Normal
Steel Body	0	Magic Defense	1333	Spirit	727	Speed	Slightly Slow

Fire 150 / Water 100 / Wind 100 / Earth 100 / Thule Coral / 光 100 / Chamber 100

EXP	980	Gald	650
Fall	Aquatic Jelly	35%	
	–		–
			50%
	Magna Zero		P.370
Location	–		

Rune Butterfly

Magic

Level	33 Physical Attack	389 Strength	437 Agility 430
HP	6400 Physical Defense	875 Stamina	572 Dexterity
TP	1187 Magic Attack	1205 Intelligence	712 Heavy
Copper Body	2 Magic Defense	1306 Spirit	698 Speed

Fire 100 / Water 100 / Wind 100 / Earth 100 Thief Pearl / LightLight 150 / Normal / 闇 100 Places

EXP 154 Wan'er Down 81

Fall: △ Pearl 60% / Specific 50% / 50%

Venue: Orda Palace ▶P.250 / —

レア(Arena)

ボス

Level	60 Physical Attack	1298 Strength	1297 Agility 1502
HP	17000 Physical Defense	1258 Stamina	1499 Dexterity 1155
TP	1300 Magic Attack	1438 Intelligence	1288 Heavy
Steel Body	4 Magic Defense	1837 Spirit	1287 Speed

Fire 100 / Water 100 / Wind 100 / Earth 100 Thief / Normal Light 100 / Fast / 闇 100 Places

EXP 20,000,000 Yen 2000

Fall: — / — / —

Field 062 闘技場 ▶P.363 / —

□ First Worker (Arena)

ボス Pepper

Level	60 Physical Attack	1139 Strength	988 Agility 1254
HP	14,000 Physical Defense	1544 Stamina	994 Dexterity
TP	2200 Magic Attack	1927 Intelligence	799 Weight
Steel Body	4 Magic Defense	2058 Spirit	1212 Speed

Fire 100 / Water 100 / Wind 100 / 1477 Earth 100 Thief / Normal Light 100 / Pavilion 100 Places / also also Speed()

Magnificence

EXP 20 million Yuan Card 2000

Fall: — / — / —

Venue: 062 闘技場 ▶P.363 / —

ローパード

Boss

Level	59 Physical Attack	1904 Strength	2333 Agility 1597
HP	66000 Physical Defense	2283 Stamina	1564 Dexterity 1382 Earth
TP	4,200 Magic Attack	5590 Intelligence	3946 Weight
Steel Body	8 Magic Defense	3992 Spirit	2574 Speed Also delayed()

Fire / Water ※ / Wind / * Thief / Overweight Light 100 / Friends 100

EXP 90 million yen 0

Fall: /Sing Demon Staff ソ once to the sky 100% / — / —

Field Magic Armored Beast Strategy P.367

Place (Eight One Child Abandoned Mine)

Rock Spirits

Magic

Level	19 Physical Attack	448 Strength	288 Agility 199
HP	3300 Physical Defense	388 Stamina	206 Dexterity 190
TP	687 Magic Attack	563 Intelligence	400 Weight Light
Steel Body	0 Magic Defense	441 Spirit	247 Speed Also Speed(1

100 / Fire / Water 100 / Wind 150 / Earth / 50 Thief Pine Gun / Light 100 / 闇 100 places

EXP 170,000 Mana 37

Fall: 2 placer gold 40% / Orange Gummy 30% / 50%

Site: Fergana Mine ▶P.216 / —

Worm Shade

ストレン Head Fire 100

Level	19 Physical Attack	503 Strength	308 Agility 247
HP	4000 Physical Defense	432 Stamina	234 Dexterity 160 Earth 100
TP	515 Magic Attack	514 Intelligence	378 Heaviness
Steel Body	0 Magic Defense	371 Spirit	200 Speed-confuse Yaya Del

Water 100 / Wind 150 / Normal Light 100 / 闇 100 Places

EXP Under 290,000 yuan 70

Fall: Poison Needle 40% / Broken Fang 30%

盗 Dangerous Liquid 80%

場 Fergana Mine ▶P.216 / —

mia(ロー)

Boss

Level	50 Physical Attack	2503 Strength	1422 Agility 1192
HP	52000 Physical DEF	2129 Stamina	1330 Dexterity
TP	1500 Magic ATK	1805 Intelligence	1108 Weight
Steel Body	5 Magic DEF	1595 Spirit	1221 Speed

Fire 150 / Water 100 / Wind 50 / 755 Earth 100 Thievery レバース / Overweight Light 100 / Dark 100

EXP Under 80 million yuan 1500

Fall: Toughness Ring 100% / — / —

ッドベ 100%

場所 Mira Shrine ▶P.285 / —

ロヤヤーソ (Arena)

Boss

Level	60 Physical Attack	2953 Strength	1654 Agility 1385
HP	36000 Physical Defense	1705 Stamina	1344 Dexterity
TP	2500 Magic Attack	2230 Intelligence	1244 Weight
Steel Body	5 Magic Defense	1530 Spirit	1369 Speed

Fire 150 / Water 100 / Wind 50 / 1187 Land 100 Thief / Overweight / Fast / Light 100 Arena / Closed 100 Location

EXP 10 million yuan 1000

Fall: — / — / —

062 ▶P.362 / —

Wild Boar

パワー

Level	55 Physical Attack	2696 Strength	1255 Agility 855
HP	7700 Physical Defense	1405 Stamina	641 Dexterity 716
TP	1433 Magic Attack	1076 Intelligence	507 Weight
Steel Body	○ Magic Defense	1230 Spirit	699 Agility 古 Also Also Agility

Fire 100 / Water 100 / Wind 100 / Land 100 Thief Demon Beast's Eye / Normal Light 150 / 闇 100 Places-

EXP Under 4.99 million yen 318

Fall: Demonic Beast's Eye 35% / — / —

Demon Beast's Eye 40%

場 Torubaran Highway ▶P.306

※：Due to "Barrier Change", the defense attribute shifts among four patterns. If resistant to Fire attribute, then Water becomes the weakness; if resistant to Water attribute, then Fire bec
then Earth becomes the weakness; if resistant to Earth attribute, then Wind becomes the weakness. The value when resistant is 50, and the value when weak is 200.

Chat Data

Chat Data

Long and short chats are divided into limited-time ones and regular ones, and the data are arranged in chronological order of occurrence. Fighting chats are categorized by the type of combat that occurs.

How to read the data

Long Chat

Short Chat

Fighting Chat (chats that occur only in specific battles)

Fighting chat (chat that occurs probabilistically)

1 Start Date

When the chat occurs. Corresponds to the flowchart shown from p.158. If the start timing differs between Jude's chapter and Milla's chapter, the earlier timing is listed.

② Type

Types of long chats. There are MAIN, SUB, etc.

3 Title

Title of the long chat. Blue entries indicate they occur only in Jude's chapter; purple entries indicate they occur only in Milla's chapter.

4 Location

Where the chat occurs. Entries listed as Town, Dungeon, or Field correspond to those sections on the world map.

5 Conditions

Conditions under which the chat occurs. To trigger a chat, all of the start timing, location, and required member conditions must be met. Items listed as "○ minutes or more have elapsed" may fail to occur if you change maps. Also, SUB-type chats may cease to occur if the related subevent is triggered. Entries shown as 001 001 correspond to subevent numbers starting from p.324.

6 Required Members

Characters required for the occurrence of chats.

7 Content

The character who speaks first in a short chat and the beginning of the dialogue. Blue text indicates occurrence only in Jude's chapter, purple text indicates occurrence only in Milla's chapter. Also, items marked with an asterisk here indicate they can occur repeatedly.

8 Combat時期

The timing or opponent when a fighting chat occurs.

9 Timing

Indicates at what timing during combat it occurs.

10 No.

Number of the fighting chat.

11 Conditi

The condition required to trigger that fighting chat.

12 Probability

The probability that the fighting chat will occur when the condition is met.

13 Speaking character

The character who speaks in that fighting chat. Jude, Mira, and Elise (Thibo) may have lines that change depending on story progression. Also, Elise (Thibo)'s lines may change depending on whether Thibo is ON or OFF.

Long Chat

Limited-time long chat

Start Date	Type	Title	Location	Conditions	Required Members: Rena, Jimia, Elore, Lucilio, Lucilia, Roco
Rafort Laboratory 5	MAIN	Dangerous Girl	Rafort Laboratory/ Il Fan	—	○○ – – – – –
Rafort Laboratory 5	MAIN	The Reason I'm Here	Rafort Laboratory	Stay for more than 2 minutes	○ ○ – – – –
Rafort Laboratory 6	MAIN	Spirit Maxwell	Anywhere	—	○ ○ – – – –
Rafort Laboratory 6	MAIN	Proof That I Am	Anywhere	Long Chat "Reason I'm Here", "Spirit Maxwell" is being watched /Remain for more than 1 minute	○○ – – – –
Rafort Laboratory 6	MAIN	Strange Consideration	Rafort Laboratory	Stay in Sector 3 for more than 30 seconds	○ – – – –
Rafort Laboratory 6	MAIN	Mira's Objective	Rafort Laboratory	Stay in Sector 3 for more than 3 minutes	○ – – – –
Rafort Research Institute 6	MAIN	Jude's Martial Arts	Anywhere	Fight enemies more than 20 times	○ – – – –
Irat Sea Anchorage [START]	MAIN	Forbidden Weapon	Anywhere	—	– ○ – – –
Irat Sea Anchorage [START]	MAIN	Wanted	Anywhere	Stay for more than 1 minute	○ – ○ – – –
Ilart Passage 1	MAIN	Alvin's Weapon	Anywhere	Raise Alvin to level 9 or higher	○ ○ – – –
Ilart Passage 1	MAIN	There should be a village soon	Ilart Passage	Proceed east through the southern area	○ ○ – – –
Irat Passage 4	MAIN	Mercenary Alvin	Irat Sea Stop/ Irat Passage	Stay for more than 30 seconds	○ ○ ○ – – –
Irat Passage 6	MAIN	Is Mira really...?	Anywhere	—	○ – ○ – – –
Ilart Passage 7	MAIN	Maxwell, the one unfamiliar with the world - Field		Stay for more than 1 minute	○ ○ ○ – – –
Irart Path 7	MAIN	The Four Great Elementals	Field, Dungeon	Stay for more than 30 seconds	○ ○ ○ – – –
Ha-Mil [START]	MAIN	Elemental Catalyst	Ha Mir	—	○ ○ ○ – – –
Ha-Mil [START]	Etc.	The Temptation of Fruit	Ha Mir	Approach the weapon, armor, and accessory shop located in the eastern area	○ ○ ○ – – –
Garry Path [START]	MAIN	Mysterious Girl	Field	—	○ – ○ – – –
Gari Passage 【START】	MAIN	Rashgar and Azur	Gari Passage/ Kijir Sea Falls/ Ni Akelia	Stay for more than 2 minutes	○ – ○ – – –
Kyzyl Sea 1	Etc.	Giant Monster	Anywhere	—	○ ○ ○ – – –
Ni Akelia 【START】	MAIN	Maxwell Village	Ni Akeria	Stay for more than 1 minute	○ ○ ○ – – –
Ni Akelia Ro	MAIN	Great Disappearance	Anywhere	Collect four "Seisei Stones"	○ ○ ○ – – –
Mira Company 6	MAIN	Hao's Egg Theory	Town	Stay for more than 3 minutes	○ – ○ – – –
Mira Shrine 5	MAIN	What were you doing?	Anywhere	Stay for more than 30 seconds	○ – ○ – – –
Mira Shrine 6	MAIN	Miko Ivar	Field	—	○ ○ ○ – – –
Mira Company 6	MAIN	Mana Storage	Anywhere	—	○ ○ ○ – – –
Mira Company 10	MAIN	Nice to meet you...	anywhere	—	○ ○ ○ ○ – –
Samangan Sea Stop [START]	MAIN	Possibility of Restart	Field	—	○ ○ ○ – – –
Samangan Sea Stop [START]	SUB	Let's stay the night	Samangan Sea Stop	—	○ ○ ○ – – –
Samangan Sea Stop [START]	SUB	Suspicious sailor	Samangan Sea Stop	—	○ ○ ○ ○ – –
Samangan Arboreal Realm 1	MAIN	Elise's Spirit Arts	Anywhere	Raise Elise's "Intelligence" to 150 or Bigger	○ ○ ○ – –
Samangan Arboreal Realm 1	MAIN	Mechanism of Spirit Arts	Field	Stay for more than 3 minutes	○ – ○ ○ – –
Samangan Arboreal Realm 4	MAIN	Elise's Mystery	Anywhere	Stay for more than 2 minutes	– – ○ ○ – –
Samangan Arboreal Realm 4	MAIN	Kemuridake	Samangan Road	—	○ – – ○ – –
Samangan Arboreal Realm 4	MAIN	Tribe That Controls Monsters	Samangan Road	Stay for more than 1 minute	○ ○ ○ ○ – –
Karaha Shaal [START]	MAIN	Mira's Friend	Field	—	– ○ – ○ – –
Kalahar-Shar [START]	SUB	Plush Merchant's Information	Kalahashaal	Cleared 017 "Tipo's Family!? ①"	○ ○ ○ ○ – –
Kalahar-Shar [START]	SUB	Plush Merchant's Destination	Ilart Seaport	025 "Tipo's Family!? ②" In Progress	○ ○ ○ ○ – –

No.	Start Date	Type	Title	Location	Conditions	Required Members: Jimia	e	Rore			
1	Karaha·Shar 5	SUB	Why not try talking to him?	Kalahar Shahr	In front of the lord's manor	○	○	–	○	–	–
Section	Kalahar Shahr 6	MAIN	Butler Loen	Anywhere	–	○	–	○	○	○	–
	Kalahar Shahr 6	MAIN	Dictator King Nahtigar	Dungeon	–	–	○	○	–	○	–
	Karaha Shaal 6	Etc.	When (I) grow up	Field	Stay for more than 1 minute	○	–	○	○	○	–
	Kalahar Shahr 6	Etc.	Thibo, Pretty!	Town	Stay for more than 1 minute	○	–	–	○	○	–
	Barmia Gorge [START]	Etc.	Compassionate Heart	Field	Stay for more than 3 minutes	○	○	○	–	○	–
	Barmia Gorge 2	MAIN	Tiny Spirit	Anywhere	–	–	–	○	○	○	–
	Barmia Gorge 2	MAIN	Elise's Future	Anywhere	Stay for more than 1 minute	○	–	○	○	–	–
	Barmia Gorge 2	Etc.	Magic-Armored Beast Defeated!	Anywhere	Defeat the first magic-armored beast	○	–	–	–	–	–
	Barmia Gorge 2	Etc.	Magic-Armored Beast Defeated!	Anywhere	Defeat the first magic-armored beast	–	○	–	–	–	–
	Barmia Gorge 4	SUB	Did you see the big windmill?	Kalahar Shahr	Stay for more than 1 minute	○	○	○	–	○	–
	Barmia Gorge 5	SUB	Report it	Anywhere	031 Place the art/rite in "Shape of the World ①"	○	○	○	○	○	–
	Barmia Gorge 9	MAIN	Save Mira and the Others	Anywhere	–	○	–	○	–	○	–
	Gandara Fortress 【START】	MAIN	Terror of the Cursed Rite	Gandara Fortress	–	–	○	–	○	–	–
	Gandara Fortress 1	MAIN	The Three Captives	Gandara Fortress	–	–	○	–	○	–	–
	Gandara Fortress 1	MAIN	Without Tipo ……	Gandara Fortress	–	–	○	–	○	–	–
	Gandara Fortress 3	MAIN	Jude's Hometown	Anywhere	–	○	○	–	–	–	–
	Gandara Fortress 3	MAIN	Right Now, Everyone……	Fields, Town	Stay for more than 1 minute	○	○	–	–	–	–
	Gandara Fortress 15	MAIN	The Conductor	Anywhere	–	○	○	–	–	–	–
	Le Rondo 4	MAIN	City Life	Town	–	○	–	–	–	–	○
	Voltean Forest Path 【START】	MAIN	Leia's Staffsmanship	Anywhere	Leia's support "Item S" Use "Teal" three times or more	○	○	–	–	–	○
	Voltear Forest Path 【START】	MAIN	Impressions of Le Rondo	Field, Dungeon	Stay for more than 1 minute	○	○	–	–	–	○
	Fergana Mine 1	MAIN	No need for concern	Fergana Mine	Stay for more than 1 minute	○	–	–	–	–	○
Part 2	Rakorum Sea Stop 【START】	MAIN	Rowen accompanying	Anywhere	Stay for more than 1 minute	○	–	–	○	○	–
	Rakorum Sea Stop 【START】	MAIN	Elise's Will	Anywhere	While Alvin is not incapacitated, Elise's HP falls to 25% or below	–	–	○	○	○	–
	Rakorum Sea Stop 【START】	MAIN	Stowaway Leia	Rakorum Sea Stop	–	○	○	–	–	○	○
	Rakorum Sea Stop 【START】	MAIN	Leia's Note	Anywhere	Stay for more than 2 minutes	○	○	–	–	–	○
	Rakorum Sea Stop 【START】	SUB	It might be better to return once.	Locations other than Erenplos	Stay for more than 30 seconds	○	○	–	–	○	○
	La Colum Sea Stop 【START】	MAIN	Sunset Sea	Anywhere	Do not trigger 【039 "Older Sister and Younger Sister ①"】 Leave La Colum Sea Stop	○	○	–	–	○	○
	La Colum Road 【START】	MAIN	Unknown Land	La Colum Road	Be in the central area	○	–	○	○	○	–
	La Colum Road 【START】	MAIN	Medical Jintex	La Colum Road	Stay for more than 1 minute	○	–	○	–	○	–
	La Colum Road 【START】	Etc.	Friendly Alvin	La Colum Road	Stay for more than 3 minutes	–	–	○	○	–	○
	La Colum Road 【START】	SUB	Mira's memories are ……?	Lakorumu Road	038 "Mira's Pendant ①" has appeared not done	○	○	○	○	○	○
	Lakorumu Road 1	MAIN	I-Phan Defense Network	Anywhere	Stay for more than 30 seconds	–	–	○	○	○	–
	Lakorumu Road 1	MAIN	Mira is a spirit!?	Anywhere	Stay for more than 1 minute	–	○	–	○	○	○
	Lakorumu Road 1	Etc.	Penpal	Anywhere	Stay for more than 2 minutes	○	–	○	–	–	○
	La Colum Road 2	MAIN	Angry Ival	Rakorum Highway	–	–	–	–	○	○	○
	Lakorumu Road 2	MAIN	Seeking Wyverns	Anywhere	Stay for more than 1 minute	–	○	○	○	○	–
	Shan Dou [START]	Etc.	Runaway Girl	Shan Du	Stay for more than 2 minutes	–	–	–	○	○	○
	Shang Du 1	MAIN	A Narrow Escape	Shan Du	–	–	–	–	○	○	○
	Shang Du 1	SUB	Shan Du's statue ……?	Shang Du	–	○	–	–	○	–	–
	Shan Du 2	MAIN	If you make it a pet……	Anywhere	–	○	○	○	–	○	○
	Shang Du 4	MAIN	Tournament	Anywhere	–	○	○	–	–	○	–

Continuation of the limited-time long chat

Start Date	Type	Title	Location	Conditions	Required Members: Jimmy E / ラ / ロ / レ
Chapter: Chandeu 14	MAIN	Black Box Rank	Anywhere	—	— ○ — ○ —
Part: Chandeu 14	Etc.	As expected of a childhood friend	Anywhere	Cooking effect wears off	○ — — — ○
Riverry Rock Hollow 2	MAIN	Alvin Injured	Anywhere	—	○ — — —
Riverry Hollow 2	MAIN	What Was Taken	Anywhere	—	○ — — ○ —
Rivelary Rock Pit 3	MAIN	Zhao Again	Anywhere	—	— — — ○ ○
Ribery Rock Shaft 5	Etc.	Rules of Gambling	Shang Du	—	○ — — — ○
Ribery Rock Shaft 5	SUB	Rest at the Inn	Shang Du	Stay for more than 1 minute	○ — — ○ ○
Liberty Cavern 5	SUB	Try the Effect at the Inn	Shang Du	057 "Aftereffects" In Progress/ Materials Holding "Heart Her	○ ○ ○ ○ ○ ○
Ribery Rock Shaft 5	SUB	Shan-du's Beauty	Shang Du	b" 051 "Azure, Its History①" Cle ared/Remain for 1 minute or longer	○ ○ — — ○ —
Liberty Cavern 5	SUB	Alvin's Acquaintance's House...?	Shang Du	—	○ ○ ○ ○ — —
Rieberry Rock Cave 6	MAIN	Shadow of Arcunoa	Shang Du	Stay for more than 1 minute	— ○ — — ○ —
Rieberry Rock Cave 6	MAIN	Tibo and the Four Great Spirits	Shang Du	—	— ○ — — — ○
Liberty Cavern 6	SUB	Ni-Akeria Longing for Home	Anywhere	038 "Cleared 'Mira's Pendant ①'"	○ ○ ○ — — ○
Kan-Balk [START]	SUB	When I Returned to My Parents' Home?	Anywhere	[040 "Alvin and Dirac" have not o ccurred / Stay for more than 30 seconds]	○ ○ — — — ○
Kan Baruku 2	MAIN	True Feelings	Anywhere	—	— — — ○ — ○
Kan Balk 4	MAIN	Be Prepared and Have No Regrets	Anywhere	—	○ ○ — ○ ○ —
Kanbaruku 7	MAIN	Gaia's Four Elemental Bl ades	Anywhere	Stay for more than 30 seconds	○ — — — ○ ○
Kan Balk 7	MAIN	Hamil Annihilated!?	Anywhere	—	— ○ — ○ — —
Kan Balk 7	MAIN	Wingar's Words Welco me to the Roland Inn!	Anywhere	Stay for more than 3 minutes	— — — ○ ○ ○
Kanbaruku 11	SUB		Le Rondo	046 "Memories of Le Ronde ①" cl eared	○ ○ — — ○ ○
Kingdom of Kanbaruku	SUB	I want to meet Ms. Kara!	Anywhere	058 "A Jule, Its History ②" cleared	○ — ○ — — ○
Kanbaruku 11	SUB	Things I want to ask Ms. Kara	Anywhere	069 "A Jule, Its History ③" in pro gress	○ — ○ — — ○
Kanbaruku 11	SUB	Let's rest.....	Shang Du	[014 "Shadows at Work ①" cleared	○ ○ ○ ○ ○ ○
Kingdom of Kanbaruku	SUB	Ha Mir now... ?	Anywhere e	—	○ ○ — ○ — ○
Kan Balk 19	MAIN	The ride of the Wyvern	xcept Ha Mir	—	— — ○ ○ — —
Barnaul Road 【START】	MAIN	Farewell to the Wyvern	Barnaul Road	—	— — — ○ ○ ○
Barnaul Road 【START】	MAIN	Loen, Worried	Barnaul Road	Stay for more than 2 minutes	○ — — — ○ ○
Barnaul Road 1	MAIN	Il Fan Again	Il Fan	—	○ ○ — — — —
Barnaul Road 5	MAIN	Village Chief's Death	Anywhere	—	○ — — ○ — —
Barnaul Road 8	MAIN	Shadowless Agria	Anywhere	—	— ○ — — ○ ○
Barnaul Road B	SUB	Medical School Friend?	Il Fan	In front of Tarim Medical School	○ — — — ○ ○
Barnaul Road 8	SUB	To Mr. Plan	Anywhere	080 "Leia's Failure? ①" In Progress /Material "Harmonica Grass" in possession	○ — — — ○ ○
Orda Palace 1	MAIN	Orda Palace	Orda Palace	—	— — ○ ○ — —
Orda Palace 6	MAIN	The Death of Nahtigal	Anywhere	—	○ ○ ○ ○ ○ ○
Orda Palace 7	MAIN	Ice's Shadow	Anywhere	—	— ○ ○ — — —
Orda Pala 9	MAIN	Aggressive Type	Field	Stay for more than 1 minute	○ ○ — — ○ —
ce Orda Palace 9	MAIN	Faizabird Swamp Field	Il Fan	—	— — ○ — ○ ○
Arkando Marshes 【START】	MAIN	Observer of the World	Arkando Marshes	—	— ○ ○ — — —
Faizabird Marshland 1	MAIN	Strategic Points	Anywhere	—	— ○ — — ○ —
Faizabird Marshland 1	MAIN	Side Effects of Spirit Amplification	Anywhere	Stay for more than 30 seconds	— — ○ ○ ○ —
Tōrai Cold Plains 【START】	MAIN	Mysterious Spirit	Anywhere	—	○ — — — — —
Kukku Fr 1	MAIN	Soldier Appeared from the Sky	Anywhere	Stay for more than 1 minute	○ — ○ ○ — —

Part 2

Start Date	Type	Title	Location	Conditions	Required Members: Jimia	Ero	Rea	Shu	Lehran	Ilia	レ
Chapter Kukku Frozen Cave 2	MAIN	Aqua Dragon	Anywhere	—	○	○	○	○	○	○	○
Part Seirai Cold Plains 2	MAIN	Awakened Mira	Anywhere	—	○	○	○	○	○	○	○
Nohr Scorched Cavern	MAIN	The outside world?	Noll Scorched Cave	Stay for more than 1 minute	○	○	○	○	○	○	○
Nohr	MAIN	Fire Tigr	Noll Cave	—	○	○	○	○	○	○	○
Nohr 2	MAIN	It's hot.....	Noor Cave	—	○	○	○	○	○	○	○
Zaira Forest Church	MAIN	Mira's older sister..... ?	Anywhere	—	○	○	○	○	○	○	○
Zaira Forest Church	MAIN	Muse and Mira	Anywhere	—	○	○	○	○	○	○	○
Zaira Forest Church 2	MAIN	Footprints	Church of Zaira Forest	Stay for more than 30 seconds	○	○	○	○	○	○	○
Zaira Forest Church 2	MAIN	Muse's proposal SUB Conversation with Wingal MAIN Muse's role MAIN New companion MAIN Elise's concerns Speaking of which, Kan-Baruk u is.....	Anywhere	—	○	○	○	○	○	○	○
Zaira Forest Church 2	MAIN		Church of Zaira Forest※	—	○	○	○	○	○	○	○
Zaira Forest Church 5	MAIN		Anywhere	Stay for more than 2 minutes	○	○	○	○	○	○	○
Zaira Forest Church 5	MAIN		Anywhere	Stay for more than 30 seconds	○	○	○	○	○	○	○
Zaira Forest Church	MAIN		Anywhere	Stay for more than 1 minute	○	○	○	○	○	○	○
Kan-Bark (2) 4	SUB		Kan Balk	069 "Azzur, Its History (3)" Has been cleared	○	○	○	○	○	○	○
Kan Baruku (2) B	MAIN	Hell-eared Ibal	Anywhere	—	○	○	○	○	○	○	○
Kan Baruku (2) 8	Etc.	Flying Ship	Kan Balk	—	○	○	○	○	○	○	○
Kan Baruku (2) 8	SUB	Let's search for local specialties	Kan Balk	039 Cleared "Older Sister and Younger Sister ①" 087 "Older Sister and Younger Sister ②" has not occurred	○	○	○	○	○	○	○
Travel Ship Jilnitra 【START】	MAIN	Inside Jilnitra	Voyage Ship Jilnitra	—	○	○	○	○	○	○	○
Travel Ship Jilnitra 【START】	MAIN	Save the Four Great Spirits	Voyage Ship Jilnitra	Stay for more than 1 minute	○	○	○	○	○	○	○
Voyage Ship Jilnitra 2	MAIN	Maxwell's Demon	Voyage Ship Jilnitra	—	○	○	○	○	○	○	○
Voyage Ship Jilnitra 2	MAIN	Elenpios Person	Voyage Ship Jilnitra	Stay for more than 1 minute	○	○	○	○	○	○	○
Chapter Ha·Mir (2) 2	MAIN	Departure	Anywhere	—	○	○	○	○	○	○	○
Section Ha·Mir (2) 2	MAIN	Black Elise	Field	—	○	○	○	○	○	○	○
Hamir (2) 44	MAIN	Riese Maxia Situation	Anywhere	—	○	○	○	○	○	○	○
Ha·Mir (2) 4	SUB	To Tarim Medical School·····	Il Fan	068 "Shadows at Work ②" has been cleared	○	○	○	○	○	○	○
Ha·Mir (2) 5	MAIN	Confused Muse	Anywhere	Stay for more than 1 minute	○	○	○	○	○	○	○
Ha Mil (2) 5	MAIN	Gaius's Right Hand	Anywhere	—	○	○	○	○	○	○	○
Ha Mil (2) 6	MAIN	A Man's Pride	Anywhere	—	○	○	○	○	○	○	○
Ni Akeria Spirit Mountain Entrance	MAIN	Rising Anxiety	Anywhere	—	○	○	○	○	○	○	○
Ni Akeria Spirit Mountain 2	MAIN	Alvin's Apology	Anywhere	—	○	○	○	○	○	○	○
Trigraph 【START】	MAIN	Mira's Return	Anywhere	Stay for more than 1 minute	○	○	○	○	○	○	○
Trigraph 【START】	MAIN	Reunion	Anywhere	Stay for more than 30 seconds	○	○	○	○	○	○	○
Trigraph 1	MAIN	Cousin Baran	Trigraph	Be outdoors	○	○	○	○	○	○	○
Trigraph 2	MAIN	Mira is gone...	Anywhere	Stay for more than 1 minute	○	○	○	○	○	○	○
Trigraph 2	MAIN	Scenery of the Hometown	Trigraph	Stay for more than 3 minutes	○	○	○	○	○	○	○
Trigraph 7	MAIN	The way to return is.....	Trigraph / Trava Run Highway / Helio Borg Base	Stay for more than 1 minute	○	○	○	○	○	○	○
Rusal Highway ~ Rifted Hill Ketaoka 【START】	MAIN	A World Without Green	Rusal Highway	—	○	○	○	○	○	○	○
Seisei no Michi (2) 【START】	SUB	To the Felghana Mine!	Le Rondo	17 "Jude's Substitute Consultation ②" In Progress	○	○	○	○	○	○	○
Seshō no Michi (2) 【START】	SUB	What is the current state of Anyvaste?	Anywhere	086 "A Jule, Its History ④" is cleared	○	○	○	○	○	○	○
Seshō no Michi (2) 【START】	SUB	Karaha Shāru scholar Karaha Shāru A big house!	Karaha Shāru	037 "The Shape of the World ①" is cleared	○	○	○	○	○	○	○
Seshō no Michi (2) 【START】	SUB		Trigraph	087 "Sisters ②" is cleared	○	○	○	○	○	○	○
Seshō no Michi (2) 【START】	SUB	To my mother's house·····	Shang Du	059 "Mother and Child ①" is cleared	○	○	○	○	○	○	○
Seshō no Michi (2) 【START】	SUB	Chase Isra!	Shang Du	121 "Mother and Child ②" In Progress	○	○	○	○	○	○	○

※ Occurs only when inside the chapel, even if the required members are not in the party.

Continuation of the limited-time long chat

Start Date	Type	Title	Location	Conditions	Required Members: Jimia	Elore
Seshō no Michi (2) 【START】	SUB	Ni Akeria is curious Z.....	Anywhere	095 "Shadows at Work ③" Cleared	○	○
Seshō no Michi (2) 【START】	SUB	Talk to Balan	Anywhere	Long Chat "Cousin Balan" Viewing	○	○
Seshō no Michi (2) 【START】	SUB	Search for Kōyō's Clover	Anywhere	126 "Baran's Gamble" In Pro	○	○
Seshō no Michi (2) 【START】	SUB	Now, to Balan's place —	anywhere	gres s 126 "Baran's Gamble" In Pro gress / Obtain the rare item "Hikariha Clover"	○	○
Seshō no Michi (2) 【START】	SUB	To Riberry Rock Hole	Town 1 ※	071 "Revived Memories" /121 "Mother and Child ②" have been cleared	○	○
Path of the World Spirit (2) 【START】	SUB	Elise's House on Mon Plateau	Riberry Rock Cavern	122 "What Lies at the Bottom of Memory" In Progress	○	○
Path of the World Spirit (2) 【START】	SUB	A place that evokes memories	Anywhere	Stay for more than 1 minute	○	○
Path of the World Spirit (2) 【START】	SUB	Try talking it over	Trigraph	124 "The Beloved One's Illusion" In Progress	—	○
Seshō no Michi (2) 【START】	SUB	Let's meet Drossel	Anywhere	124 Trigraph in "Illusion of a Beloved Person" After the event	○	○
Path of the World Spirit (2) 【START】	SUB	Where is Wingal.....? Town 2	※	084 "Two Strategists" has not occurred	○	○
Path of the World Spirit (2) 【START】	SUB	How is Drossel doing? Town		Stay for more than 1 minute	○	○
Path of the World Spirit (2) 【START】	SUB	Search for the spirit amplification device inside the fortress! Anywhere		116 Arrive at the East Gate in "Gandara Fortress Assault"	○	○
Seshō no Michi (2) 【START】	SUB	To the Golem Battle!	Gandara Fortress	116 In the "Gandara Fortress Assault" obtain the valuable item "Golem Disruptor" 116 In the "Gandara Fortress Assault" defeat Gandara Fortress Defense Golems 1 and 2	○	○
Seshō no Michi (2) 【START】	SUB	Operation Completion Report	Anywhere		○	○
Path of the World Spirit (2) 【START】	SUB	Lost Item	Le Rondo	117 ○○○ who has cleared "Jude's Substitute Doctor②"		
Path of the World Spirit (2) 【START】	SUB	To the Baikal Abandoned Mine! Report t	Anywhere	118 "Medical Gintex" In Progress	○	○
Path of the World Spirit (2) 【START】	SUB	Bran Try eating it!	Town ※1	080 Cleared "Leia's Failure? ①"	—	—
Seshō no Michi (2) 【START】	SUB		Anywhere	067 Cleared "Le Ronde's Memories ②"	○	○
Seshō no Michi (2) 【START】	SUB	Let's honestly go home	Anywhere	068 You have cleared "Jude's Substitute Doctor (1)"	○	○

※1: Does not occur in Mira's Company, the Church of Zaira Forest, Irat Sea Stop, Samangan Sea Stop, Lakorm Sea Stop, or Trigraf.

※2: Does not occur in Mira's Company, Kang Balk, the church in Zaira Forest, Ilart Sea Stop, Samangan Sea, Rakorum Sea Stop, or Triglav.

Long chat with no end time

Start Date	Type	Title	Location	Conditions	Required Members: Jimia	Elore	Re
Ilart Passage 1	Etc.	Sense of battle	Anywhere	The cumulative number of encounters reaches 100 or more	○	○	—
Ilart Passage 1	Etc.	Jude's follow	Anywhere	Use Jude's support "Restore" three times or more	○	○	—
Ilart Passage 1	Etc.	Bindings	Anywhere	Use Mira's support "Bind" 15 times or more	○	○	—
Ilart Passage 1	Etc.	Advice from Mercenaries	Anywhere	Alvin's support "Breaker" Use it 30 times or more	○	○	—
Ilart Passage 1	Etc.	Take the rear!	Anywhere	Jude's trait "Concentration Evasion" Use over 100 times	○	○	—
Ilart Passage 7	Etc.	Appearance and Inner Self	Field	—	○	○	—
Ha-Mil 【START】	Etc.	Echo	Ha-Mil	Stay in the eastern area for more than 2 minutes	—	—	—
Samangan Arboreal Realm 【START】	Etc.		Samangan Arboreal Realm	Stay for more than 1 minute	—	○	—
Samangan Arboreal Realm 1	Etc.	Liliar Orb	Field	—	○	○	—
Samangan Arboreal Realm 3	Etc.	Taste of the Kemuridake	Samangan Road	Stay for more than 3 minutes	○	—	—
Kalahar Shahr 6	Etc.	Effects of Tea Time	Field	Stay for more than 5 minutes	—	○	—
Karaha Shaal 6	Etc.	Lowen's Cuisine	Anywhere	Eat "Orange Soup"	○	○	—
Karahashaal 6	Etc.	Mira's Reward	Anywhere	Use Lowen's support "Auto Magic Guard" 15 times or more	○	○	—
Kalahar Shahr 6	Etc.	Strongman	Anywhere	Alvin's trait "Charge" Use 50 times or more	—	—	—

	Start Date	Type	Title	Location	Conditions	Required Members					
						Jimia	Elore				Rel
No. 1	Kalahar Shahr 6	Etc.	Jude's Growth	Anywhere	Raise Jude's "Spirit" to 500 or higher Raise Mira's "Dexterity" to 500 or higher Use Elise's trait "Switching Tibo" 50 times or more	○	○	○	–	○	
Section	Kalahar Shahr 6	Etc.	Use of the Sword	Anywhere		–	–	○	–	○	–
	Gandhara Fortress B	Etc.	Fashion Item	Anywhere		○	–	○	○	–	–
Part 2	Rakorum Sea Stop 【START】	Etc.	The Conductor's Secret	Anywhere	Use Lowen's trait "Postoperative Tuning" 50 times or more	○	–	○	–	○	○
	Rakorum Sea Stop 【START】	Etc.	Secret Teachings!	Anywhere	Use Leia's trait "Vital Stretch Staff Technique" 100 times or more	○	–	○	○	–	○
	Rakorum Sea Stop 【START】	Etc.	Knowledgeable Jude	Sogd Marshway	Stay for more than 2 minutes	○	○	○	–	–	○
	Rakorum Sea Stop 【START】	Etc.	Muscle!	Anywhere	Raise everyone's level to 40 or higher	○	○	○	○	○	○
	Rakorum Sea Stop 【START】	Etc.	Opening!	Anywhere	Raise everyone's level to 60 or higher	○	○	○	○	○	○
	Rakorum Sea Stop 【START】	Etc.	Path to Mastery	Anywhere	Raise everyone's level to 90 or above	○	○	○	○	○	○
	Rakorum Sea Stop 【START】	Etc.	Mysterious Volley	Anywhere	View the long chat "Muscle!"	○	○	○	–	○	○
	Rakorum Sea Stop 【START】	Etc.	Oni of Tag	Anywhere	Raise Jude's "Agility" to 500 or higher Stay for 1 minute or longer	○	○	–	–	–	○
	Karakoram Sea 停 1	Etc.	The Reason for No Incantation	Anywhere	Use Mira's trait "Magic Skill" 300 times or more	○	○	○	○	○	–
	Lakorumu Ro 2	Etc.	Dislikes Gummies	Anywhere	Do not use gum even once until Lacorum Highway 2	○	○	○	○	○	○
	Shan-Du [START]	Etc.	Healing Inn	Shan-Du/Kang-Bulk/Il-Fan	Enter an inn	–	–	–	○	○	○
	Liberty Cavern 6	Etc.	Ambidexterity	Field	Stay for more than 1 minute	–	○	○	○	–	–
	Mon Plateau [START]	Etc.	First Experience	Mon Plateau	Stay for more than 3 minutes	○	○	–	○	–	–
	Mon Plateau [START]	Etc.	Noisy Mira	Mon Plateau	Cooking effect wears off	○	○	○	–	○	○
	Kan Baruku 2	Etc.	Sign of Affection	Anywhere	–	○	–	–	○	–	○
	Kan Baruku 2	Etc.	Elise's Song	Mon Plateau	Stay for more than 1 minute	○	○	–	○	–	–
	Kan Baruku 2	Etc.	Mercenary Jude!?	Anywhere	Total number of encounters reaches 500 or more	○	○	○	○	○	○
	Kan Baruku 2	Etc.	TP Absorption	Anywhere	Support for Elize: "Tibodrain" Use more than 40 times / Stay for more than 1 minute	○	○	–	○	–	–
	Kan Balk 2	Etc.	Jude's Fist	Anywhere	Raise Jude's "Strength" to 700 or more	○	–	–	○	○	○
	Kan Baruku 2	Etc.	Milla, Strong!	Anywhere	Raise Milla's "Endurance" to 700 or more	○	○	○	–	○	
	Kan Baruku 2	Etc.	Spirit Power Growth	Anywhere	Raise Milla's "Intelligence" to 700 or more	○	–	○	○	–	
	Barnaul Road 【START】	Etc.	Master Seamstress	Anywhere	Stay for more than 1 minute	○	○	–	–	○	○
	Barnaul Road 7	Etc.	Let's Go to School / Part 1 Il Fan		–	○	○	–	–	○	○
	Olda Palac 9	Etc.	Staff Martial Art Secret Technique	Field	–	○	○	–	–	–	○
The 4	Ha-Miru (2) 2	Etc.	How to Use Tipo	Anywhere	Stay for more than 30 seconds	–	–	–	○	○	○
Part	Ha-Miru (2) 4	Etc.	Let's Go to School / Part 2 Il Fan		Watching long chat "Let's go to school/Part 1"	○	–	–	○	○	–
	Trigraph 2	MAIN	Footsteps of Battle	Anywhere	Watching long chat "Mira is g 了 one..."	–	○	–	○	○	–
	Trigraph 3	MAIN	Presenter Name	Anywhere	–	○	–	○	○	–	–
	Trigraph 3	MAIN	Agria's End	Anywhere	–	○	–	○	○	–	○
	Trigraph 7	MAIN	People of Another World	Anywhere	–	○	–	○	–	○	–
	Torubaran Highway [START]	MAIN	Continued: Aifreed's Treasure Helioborg Base / Discover Aifreed's Treasure	Torubaran Highway/ Rusal Highway		○	–	○	○	–	–
	Helioborg Base 5	MAIN	By One's Own Will	Anywhere	–	–	○	○	○	○	○
	Helioborg Base 5	MAIN	It's Difficult, But...	Field	Stay for more than 1 minute	–	–	–	○	○	○
	Rusal Highway ~ Dimensional Rift ed Fit 2	MAIN	Source Spirit Box	Anywhere	–	○	○	○	–	○	–
	Rusal Highway ~ Dimensional Rift Breacha 3 e Hill	Etc.	All Magi-Armor Destroyed	Anywhere	Defeat all Magi-Beasts	○	○	○	○	○	○
	Rusal Highway ~ Dimensional Rift Breacha 3 e Hill	MAIN	Gaius and Muse	Anywhere	–	○	○	○	–	○	–
	Rusal Highway ~ Dimensional Rift Breacha 3 Hill	Etc.	Taste of Memories	Anywhere	Eat "Cream Gyudon" Us	–	–	○	○	○	○
	Rusal Highway ~ Dimensional Rift Breacha 5 Hill	Etc.	Rover Items	Anywhere	e Leia's support "Item Steal" mor e than 40 times	○	–	○	○	–	○
	Path of World Spirits (2) 4	MAIN	To the Decisive Battle	Anywhere	–	○	○	–	–	–	–

Short Chat

Limited-Time Short Chat

No.	Start Date	Content		Location	Conditions	Required Members: Jimiaerorele
	Ilfan 4	Jude	The flowers of light today is well~	Il Fan	Approach the Flower of Light in the central plaza	○ – – – –
	Section Il·Fan 4	Jude: Achoo!~		Il·Fan	Go to Olda Great Bridge	○ – – – –
	Il·Fan 4	Jude: Even so, ha~		Il·Fan	Go to the Academic Research District	○ – – – –
	LaFort Laboratory 3	Jude: This place feels kinda strange~		Enter Lafort Research Institute District 2		○ – – – –
	LaFort Laboratory 3	Mira	A facility of this scale~	Enter Lafort Research Institute District 2		– ○ – – –
	LaFort Laboratory 3	Mira	Never let your guard down~	Approach the memory formation in Block 2 of the Lafort Research Institute		– ○ – – –
	LaFort Laboratory 3	Mira	Even so, ~	Approach the card-key door of the Lafort Research Institute		○ – – – –
	Rafort Research Institute	Mira	Created by spirit arts~	Il Fan	With Mira set as leader, stay outdoors (excluding ship berths) for m	– ○ – – –
	Lafort Research Institute 9	Mira	Sorry, for the trouble~	Il Fan	ore than 10 seconds Stay for more than 1 minute	○ – – – –
	Rafort Research Institute	Jude	The ship berth is from here~	Il Fan	Watching the short chat "Sorry, for the trouble~"	○ ○ – – –
	Lafort Research Institute 9	In front of Jude Tarim Medical School		Il·Fan	Go to the Central Plaza	○ ○ – – –
	Lafort Research Institute	Pass through Jude Central Plaza~		Il Fan	Go to the front of Tarim Medical School	○ ○ – – –
	Lafort Research Institute 9	Mira	Achoo!~	Il Fan	Short chat "Pass through the Central Plaza Watching "~"	– ○ – – –
	Ilart Sea Stop 【START】	Mira	That ship, the sail—~	Stay at any sea stop for 30 seconds or longer with Mira set as the leader.		
	Ilart Sea Stop 【START】	Mira	Mm... the sea breeze on my skin~	Stay at any sea stop with Mira set as leader for more than 2 minutes		– ○ – – –
	Ha·Mil 【START】	Alvin	Look at it, isn't it beautiful~	Ha Miru	Go to the place with a view of the eastern distant scenery	○-○
	Kijil Sea Falls 【START】	Jude	Can we climb up there, I wonder~	Kizil Sea Waterfall	Go near a climbable cliff	○ – ○ – –
	Kijil Sea Falls 【START】	Mira	We can probably climb from here~	Kizil Sea Waterfall	Go near a climbable cliff	– ○ ○ – –
	Kijil Sea Falls 【START】	Alvin	Amazing. ~	Kizil Sea Waterfall	Climb to the slightly elevated area in the center	○ – ○ – –
	Ni·Akeria 【START】	Mira	Hmm..... the outside world~	Ni Akeria	With Mira set as the leader, remain outdoors for more than 10 seconds	– ○ – – –
	Ni·Akeria 【START】	Jude	Beyond the village has changed~	Ni Akelia	Go to the area near the center of the village	○ – – – –
	Ni·Akeria 【START】	Alvin	Ni Akelia A strange building~	Ni Akelia	Stay for more than 1 minute	○ – ○ – –
	Ni·Akeria 【START】	Jude	.....	Ni Akelia	Stay for more than 2 minutes	○○ – – –
	Ni·Akeria 1	There was Jude. This is~		Ni Akelia	Obtain any one "World Spirit Stone"	○○ – – –
	Ni Akelia 4	Jude	Mira. World-refined stone,~	Ni Akelia	Collect four "World Spirit Stones"	○ ○ – – –
	Mira's Shrine [START]	Mira	Phew..... as I thought~	Mira Shrine	Remain with Mira set as leader for 10 seconds or more	– ○ – – –
	Mira Shrin 1	Mira	Alvin is one~	Mira Shrine	Go to the area near the exit	○ ○ – – –
	Mira Company 6	Jude, come to think of it, the world~		Kizil Sea Waterfall	Stay for more than 1 minute	○ – ○ – –
	Mira Company 6	Jude	Huh..... we~ anywhere		If you move 10 times on the world map without advancing the story, there is a 20% chance of occurrence	○ ○ – – –
	Mira's Shrine 3	Jude	There are so many barrels~	Ha Mir	Go to the storage shed basement	○ – – ○ –
	Samangan Hig 1 way	Elise	is familiar with this area~	Go to the Samangan Road in front of the Samangan Tree Realm		– – – ○ –
	Samangan Arboreal Realm [START]	Alvin: Oh dear, so cramped~		Samangan Tree Realm	First time passing through the crouch-through hole	–
	Samangan Arbo 1 al Realm	Elise	Here..... Passing through~	Samangan Arboreal Realm	Approach the crouch-through spot located west of the northeast area	– – – ○ –
	Karaha Shahr [START]	Elise	Wow, so big~	Go to Karaha Shahr Central Square		– – – ○ –
	Karaha Shahr [START]	Elise	Huh?~	At Karaha Shahr Central Square, proceed toward the lord's mansion		○ – – – –

Start Date	Content		Location	Conditions	Required Members					
					Jimia	Elore				
Episode 1 Karahah Shar 【START】 Eastern	Mira	Something's a bargain~	Karaha Shaal	With Mira as the leader, stay in the Eastern Market for more than 10 seconds	—	○	—	—	—	—
Kalahar-Shar [START]	Mira	I'm also interested in the shop's goods~	Karaha Shaal	With Mira as the leader, stay in the Eastern Market for more than 20 seconds	—	○	—	—	—	—
Kalahar-Shar [START]	Mira	What a magnificent windmill~	Kalahashaal	With Mira as the leader, stay in the Central Plaza for more than 10 seconds	—	○	—	—	—	—
Karahah Shar 【START】	Mira	...A sylph is here~	Kalahashaal	With Mira as the leader, stay in the central square for more than 20 seconds	—	○	—	—	—	—
Karahah Shar 【START】	Jude	That is... what~		Approach the Karaha-Shar Black Feather Exchange	○	—	—		—	—
Karahah Shar 【START】	Milla	Hmm... what is that~		Approach the Karaha-Shar Black Feather Exchange	—	○	○		—	—
Karaha Shaal 5	Mira	The soldier standing sentry~	Karaha Shaal	With Mira as leader, go to the area n ear the lord's manor gate	—	○	—	—	—	—
Varmia Gorge 【START】	Tibo: What is this place~		Varmia Gorge	Stay for more than 5 minutes	—	—	—	○	○	—
Varmia Gorge 【START】	Alvin: This is a harsh path~		Varmia Gorge	Approach the location connecting the northwest to the northeast	—	—	○	—	—	—
Gandara Fortress 【START】	Elise: Tipo, where are you~		Gandara Fortress	Proceed first on the upper south level (2F-3F)	—	○	—	○	—	—
Gandara Fortress 1	Rowen: The fortress has a main corridor~		Gandara Fortress	Remain for more than one minute	○	—	—	—	○	—
Gandara Fortress 2	Jude	This box, move~	Gandara Fortress	Approach the box on the 3F of Northern Upper Level Warehouse No. 03 (2F-3F) located on the 3F	○	—	—	—	—	—
Gandara Fortress 3	Elise Tibot.....~		Gandara Fortress	Stay for more than 3 minutes	—	○	—	○	—	—
Gandara Fortress 2	Mira	Hm, this box is~	Gandara Fortress	Approach the box on the 3rd floor of South Upper Area War	—	○	—	—	—	—
Gandara Fortress 11	Jude	Meeting and Parting	ehouse No. 02 (2F-3F)	Leave the Karaha Shaal Inn	○	—	—	—	—	—
Gandara Fortress 15	Jude	Foot... are you okay?~	Samangan Road	Proceed to the northeast	○	○	—	—	—	—
Gandara Fortress 15	Milla	Hehe... somehow~	Samangan Road	Proceed to the northeast	○	○	—	—	—	—
Le Rondo [START]	Jude	Leia, hey~	Le Rondo	Stay for more than 30 seconds	○	—	—	—	—	—
Le Rondo 3	Jude	It's been a while since I came to Rondo	Le Rondo	Stay for more than 1 minute	○	—	—	—	—	—
Fergana Mine 2	Leia	Mira, are you okay?~	Fergana Mine	Stay for more than 1 minute	—	○	—	—	—	○
Fergana Mine Entrance	Jude	An earthquake!?~	Fergana Mine	The first earthquake occurs	○	—	—	—	—	—
Fergana Mine 3	Leia	Another earthquake..... ?~	Fergana Mine	The second earthquake occurs	○	—	—	—	—	○
Fergana Mining Nation	Jude	Left quietly~	Le Rondo	Add Rowen and Elise to the party After adding them, leave the inn	○	—	—	—	—	—
Fergana Mine 11	Judelea, where are you going~		Le Rondo	Stay for more than 3 minutes	○	—	—	—	—	—
第2部 Racorum Road 【START】	Lowen	Lacorm region is~	La Colum Road	Proceed to the southwest	—	—	—	—	○	○
Lacorm Road [START]	Alvin Looking at the sunset sky~		La Colum Road	Stay for more than 1 minute	—	—	○	—	—	—
La Colum Road 2	Tipo	Really a wyvern~	La Colum Road	Advance to the northeast	—	—	—	○	—	—
Shan Dou [START]	Mira	Human lifespans are short~	Shang Du	Remain with Mira set as leader for 10 seconds or more	—	○	—	—	—	—
Shan Du 2	Tipo	Gah! Rocks are falling~	Shang Du	Stay for more than 1 minute	—	—	—	○	—	—
Shang Du 2	Mira	Monsters and people fight~	Shang Du	With Mira as leader, fight Stay in the arena for more than 10 seconds	—	○	—	—	—	—
The King's Hunting Grounds 【START】	Rowen: The King's Hunting Grounds		The King's Hunting Grounds	Proceed southwest	○	—	—	—	○	—
Liberty Cavern 2	Alvin Be careful. ~		Riberry Rock Hollow	Stay for more than 1 minute	—	○	○	—	—	—
Mon Plateau [START]	Tipo *shiver* ·····~		Mon Plateau	Stay for more than 1 minute	—	—	—	○	—	—
Kan Balk 【START】	Mira	As expected of the famed airborne~	Kang Bulk	Use the aerial pulley	○	○	—	—	—	—
Kan Balk 【START】	Rowen Watch out for the eaves~		Kang Bulk	Stay in the main street or residential square for more than 1 minute					○	—
Kan Balk 【START】	Elise Why is it like this~		Kan Balk	Stay in the main street or residential square for more than 2 minutes					○	○
Kang Bulk [START]	Mira: No matter how harsh the land~		Kan Balk	With Mira as the leader, stay on the main street for more than 10 seconds	—	○	—	—	—	—
Kang Bulk [START]	Jude: Something ahead~		Kan Balk	On the main street, head toward the church in Zaira Forest						○
Kan Balk 【START】	Mira	This place... deeper in~	Kan Balk	On the main street, head toward the church in Zaira Forest						—

Continuation of the limited-time short chat

No.	Start Date	Content		Location	Conditions	Required Members: Jimia	Eleonora	Mount	Rei
Section 1	Kan Balk 3	Alvin: Gaia's castle~		Kan Balk	—	○	—	—	—
	Barnaul Road 【START】	Leia: Huh? What is that~		Proceed northwest along Barnaul Road		○	—	—	○
	Barnaul Road 1	Rowen: Il after five years~		Il FAN	Stay outdoors for more than 3 minutes	—	—	—	—
	Barnaul Road 1	Leia: Hey, is that ji~		Il FAN	Approach the medical school in front of Talim Medical Academy O				
	Olda Palace 【START】	Leia	Don't let them into the royal palace	Alda Palace	Stay for more than 30 seconds	—	—	—	○
	Olda Palace 【START】	Lowen	……~	Alda Palace	Stay for more than 1 minute	○	—	—	○
Part 3	Arkand Marshlands 【START】	Alvin: An unpleasant cloud is appearing		Arcand Marsh	Proceed to the central area	—	—	—	○
	Arkand Marshlands 【START】	Leia: Is it really going to be a war~		Proceed northwest in the Alcando Wetlands		—	○	—	○
	Faizabard Swamplands	Alvin: Thibault, I'm worried~		Proceed to the southern area of the Faizabard Marshlands		—	—	○	—
	Faizabard Swamplands 1	Leia: Whoa, Jude~		After jumping down in the southern area of the Faizabard Marshlands, proceed a short distance					
	Tōrai Cold Plains 【START】	Jude: I can't feel my limbs from the cold		Tōrai Cold Plain	Proceed north	○	—	—	—
	Kukru Ice Cavern 1	Alvin: Even in the ice cave there's snow		Kukuru Cavern	Remain for at least 30 seconds	—	—	○	—
	Kukru Ice Cavern 2	Elise	……~	Kukuru Cavern	Proceed north	—	—	○	—
	Kukul Ice Cave 2	Muse: You, are you feeling unwell~		Kukuru Cave	Proceed to the area past the vines on the north side of the north				
	Noll 灼洞 1	Rowen: If you extinguish your mind~		Nohr Blazing Cave	Proceed across the lava lake	—	○	—	○
	Noor Scorch Cave	Leia: I can't stop sweating~		Nohr Blazing Cave	Proceed across the lava lake	—	—	—	○
	Zaira Forest Church 1	Leia: Hey, Alvin~		Zayra Forest Church	Remain for at least 30 seconds	—	—	○	—
	Zaira Forest Church 1	Rowen: Muse...~		Zayra Forest Church	Remain for at least 1 minute	—	—	—	○
	Kang Bark (2) [START]	Alvin: A blizzard is starting~		Kang Balk	Proceed across the roofs of the Residential District plaza	—	○	○	—
	Kang Bark (2) 1	Tipo: It's so cold~!~		Kang Balk	Stay outdoors for more than 1 minute	○	—	—	—
	Kang Baruk (2) 1	Muse	Mira, the castle is this wa	Kan Balk	Residential District Approaching th e entrance to the front of Gaius Castle in the plaza	—	○	—	—
	Travel Ship Jilnitra 【START】	Leia	Ugh! This~		Stay on the ship Jirunitra for more than 3 minutes	—	—	—	○
	Travel Ship Jilnitra 2	Leia	Such a luxurious ship~		Proceed up the staircase in the center of the central hall of the voyage ship Jilnitora			○	
	Voyage Ship Jilnitora 6	Jude	With this, the blockade~		Stop the left and right actuators of the voyage ship Jilnitora	○	○	—	—
Part 4	Hamil (2) 4	Tipo	Really Muse~	Il-Fan	Proceed past the Talim Medical School	—	—	○	—
	Bu Ha·Mir (2) 6	Leia	Ibar, the Spiritual Mountain is	Mira's Shrine	Go to the company				○
	Ni-Akeria Cloud Mountain	【START】	It's starting to rain~	Ni-Akelia Sacred Mountain	Proceed to the trailhead	○	—	—	—
	Ni-Akeria Cloud Mountain	【START】	Be careful~	Ni-Akelia Sacred Mountain	Stay for more than 1 minute	—	—	—	—
	Ni-Akeria Cloud Mountain	【START】	Roen Hah, hah.....~		Remain in Ni-Akeria Cloud Mountain for 2 minutes or more	—	—	○	—
	Ni-Akeria Spiritual Mountain 2	Elise: What an amazing view~			Remain at the summit of Ni-Akeria Sacred Mountain for 30 seconds or more	—	—	○	—
	Seisei no To [START]	Loen: I never imagined such a place exist		Path of World Refinement	Stay for more than 30 seconds	—	—	○	—
	Kizil Sea Waterfall (Spirit Realm) [START]	Sylph	This area feels strange~	Kizil Sea Waterfall (Spirit World)	Stay for more than 30 seconds	—	—	—	—
	Kizil Sea Waterfall (Spirit World) 1	Sylph	Hey, impostor. ~	Ni-Akeria (Spirit World)	Talk to the women at the entrance	—	—	—	—
	Kizil Sea Waterfall (Spirit World)	Undine	Water Spirit Force~?	Ni-Akeria (Spirit World)	Talk to the women at the entrance	—	—	—	—
	Kizil Sea Waterfall (Spirit World) 1	Sylph	Hmph, before we begin~	Ni-Akeria (Spirit World)	Talk to the women at the entrance	—	—	—	—
	Kizil Sea Waterfall (Spirit World) 1	Undine	Why are you gathering people~	Ni-Akeria (Spirit World)	Talk to the women at the entrance	—	—	—	—
	Gari Passage (Spirit World)~ Ha Miru (Spirit World) 1	Gnome	This is my festival~	Ha-Miru (Spirit World)	Approach the eastern Ilat Pathway side entrance <	—	—	—	—
	Gari Pathway (Spirit World) ~ Ha-Miru (Spirit World) 1	Ifrit	It seems something is going on~	Ha-Miru (Spirit World)	Talk to the man in red clothing near t he eastern tree	—	—	—	—
	Gari Passage (Spirit World)~ Ha Miru (Spirit World) 1	Gnome	Let's go to Spirit Mountain~	Ha Mir (Spirit World)	Talk to the man near the eastern weapo n shop	—	—	—	—
	Gari Pathway (Spirit World)~ Ha Mir (Spirit World) 1	Ifrit	Black or such box.....~	Ha Mir (Spirit World)	Talk to the man with a child in the eas t	—	—	—	—

Start Date	Content		Location	Conditions	Required Members: Jimia Elore
Hall Corridor (Spirit Realm) ~ Ha·Mir (Spirit Realm) 1	Poor Undine	···~	Ha·Mir (Spirit Realm)	Talk to the child who is with their father in the eastern area	– – – – – –
Irat Corridor (Spirit Realm) ~ Irat Seaport (Spirit Realm) [START] Irat Corridor (Spirit Realm) ~ Irat Seaport (Spirit Realm) [START] Irat Corridor (Spirit Realm) ~ Irat Seaport (Spirit Realm) 4 Irat Corridor (Spirit Realm) ~ Irat Seaport (Spirit Realm) 4 Irat Corridor (Spirit Realm) ~ Irat Seaport (Spirit Realm) 4	Sylph	What a hassle~	Irat Corridor (Spirit Realm)	Stay for more than 30 seconds	– – – – – –
	Ifrit, you're getting too hot~		Ilart Passage (Spirit World)	Stay for more than 1 minute	– – – – – –
	Undine Muse is kind~		Ha-Mil (Spirit World)	Talk to the man in red clothing near the eastern tree	– – – – – –
	Gnome	That child~	Ha Mir (Spirit World)	Talk to the old man standing in front of the village chief's house in the eastern area	– – – – – –
	Undine	Could it be.....Reiyama (Spirit Mountain)~	Ha-Mil (Spirit World)	Talk to the man near the eastern weapon shop	– – – – – –
Ilart Passage (Spirit World)~ Ilart Sea Stop (Spirit World) 4	Sylph	The split form is flat~	Ha-Mil (Spirit World)	Talk to the man with a child in the east	– – – – – –
Ilart Passage (Spirit World)~ Ilart Sea Stop (Spirit World) 4	Ifrit: You... the world will~		Ha-Mil (Spirit World)	Talk to the man in blue clothing in the west	– – – – – –
Ni-Akeria Approach (Spirit World)~ Mira Shrine (Spirit World) 【START】	Sylph	I knew it, it's you~	Ni-Akeria (Spirit World)	Talk to the people who have fallen	– – – – – –
Ni-Akeria Approach (Spirit World)~ Mira Shrine (Spirit World) 【START】	Ifrit: Musée's power is stro~		Ni-Akeria (Spirit World)	Talk to the people who have fallen	– – – – – –
Ni-Akeria Approach (Spirit World)~ Mira Shrine (Spirit World) 【START】	Undine: Musée's judgment is~~		Ni-Akeria (Spirit World)	Talk to the people who have fallen	– – – – – –
Ni-Akeria Approach (Spirit World)~ Mira Shrine (Spirit World) 【START】	Gnome	They look to be in pain.	Ni-Akeria (Spirit World)	Talk to the people who have fallen	– – – – – –
Ni-Akeria Approach (Spirit World) ~Mira Shrine (Spirit World) 2	Undine Ni-Akeria spirit~		Mira Shrine (Spirit World)	Stay for more than 15 seconds	○ – – – – –
Ni-Akeria Approach (Spirit World) ~Mira Shrine (Spirit World) 2	Undine: With this, the memories a~		Ni-Akeria (Spirit World)	Talk to the woman near the entrance to the Kizil Sea	– – – – – –
Ni-Akeria Approach (Spirit World) ~Mira Shrine (Spirit World) 2	Sylph	Lord Maxwell~	Ni Akeria (Spirit World)	Talk to the old man near the entrance to the Ni Akeria approach	– – – – – –
Ni Akeria Spiritual Mountain (Spirit World) 【START】	Ifrit, here.		Proceed to the summit of Ni Akeria Spiritual Mountain		– ○ – – – –
Trigraph 1	Elise: Made of iron and stone~		Trigraf	Go to the Civic Park	– – ○ ○ – –
Trigraph 1	Leia: This streetlight, spirit~		Trigraf	Stay for more than 30 seconds	– – – – ○ ○
Trigraph 1	Jude: Such a large town~		Trigraf	Stay for more than 1 minute	○ ○ – – – –
Trigraph 1	Elise alone though... everyo~		Trigraf	Stay for more than 2 minutes	– – ○ ○ – –
Trigraph 1	Mira	This is Makusu~	Trigraph	With Mira set as leader, the citizen Stay in a park or commercial district for more than 10 seconds	– ○ – – – –
Trigraph 1	Mira	Even so, I still ~	Trigraph	With Mira set as leader, the citizen Stay in a park or commercial district for more than 20 seconds	– ○ – – – –
Tolbaran Highway 【START】	Rowen — how desolate~		Tolbaran Highway	Stay for more than 15 seconds	– – – – ○ –
Helioborg Base 【START】	Rowen — completely Eren~		Helioborg Base	Proceed down the corridor of the administration building	– ○ – – ○ –
Helioborg Base 4	Alvin, watch out. ~		Helioborg Base	Arms Research Building 10F — corridor or Arms Research Building Approach the severed cable in the 14F corridor	– – – – – –
Helioborg Base 4	Elise: Darkness and such... ~		Helioborg Base	Proceed through the corridor on the 12F Armaments Research Building	– ○ – ○ – –
Helioborg Base 4	Tibo: ..... after all, ~		Proceed through the corridor on the 13F Armaments Research Building, Helioborg Base		○ ○ – ○ – –
Helioborg Base 5	Leia: We defeated	~	Proceed through Sector 5, Helioborg Base		○ – – – – ○
Lusal Road ~ Dimensional Rift Ruptured Hill 【START】	Leia	Wow! Long time no see	Rusal Highway	Stay for more than 15 seconds	○ – – – – ○
Rusal Road ~ Rifted Hill 3	Jude: The spirit fossil is out~		Trigraph	Go to the central area of the commercial district	○ – – – – –
The Path of the World Spirits (2) [START]	Tibo	Mysterious~	The Path of the World Spirits	Proceed toward the blue light	– – – ○ – –
Seisei no Michi (2) 5	Jude	I missed my footing~	The Path of the World Spirits	Pursue Gaius/Muse	○ ○ – – – –

Short chat with no end time

No.	Start Date	Content		Location	Conditions	Required Members: Jimia	Elore
Part	Ilfan [START] Jude		Choose your course carefully	Anywhere	If you leave the Location Map open for 2 minutes or more, there is a 50% chance of occurrence	○	– – – – –
	Ilfan [START]	Jude	Thus Ports~ Anywhere		If Jude is set as leader and no key input is made for 10 minutes or more	○	– – – – –
	Rafort Research Institute [START] Mira		Still not quite in position~	anywhere	When the Location Map is opened 5 times on the same map, there is a 50% chance of occurrence If Mir a is set as leader and no key input is made for 10 minutes or more	–	○ – – – –
	Rafort Research Institute [START] Mira		Stop for a moment~	Anywhere		–	○ – – – –
	Rafort Research Institute 1	Jude	Phew, just a little~	Field, Dungeon	Have Jude set as the leader and let more than 15 minutes pass	○	– – – – –
	Rafort Research Institute 1	Mira	Stamina drains quickly~	Field, Dungeon	Mira is set as the leader and 15 minutes or more have passed	–	○ – – – –
	Rafort Research Institute 1	Mira	Jude, new~	Anywhere	Jude sets "Palm Strike"	○	○ – – – –
	Rafort Research Institute 5	Jude	Mira's new spirit~	Anywhere	Mira sets "Burn Spread"	○	○ – – – –
	Rafort Research Institute 5	Mira	Before I knew it~	Anywhere	Jude, who possesses 100,00 0 gald or more, grows the Lillial Orb	○	○ – – – –
	Rafort Research Institute 5	Jude Lillial Orb~		Anywhere		○	○ – – – –
	Rafort Laboratory 6	Mira	Alright, with this it's good~	Anywhere	Mira grows the Lyrial Orb by ○○	Leave Al vin as the leader and do not press any keys for over 10 minutes	– – – – –
	Ilart Sea Dock [START]	Alvin	Let's take it easy~	Anywhere		–	– ○ – – –
	Irat Sea Stop 【START】	Alvin: Now then, a new~		Anywhere	Mira sets "Divine Streak"	–	○ ○ – – –
	Irat Sea Stop 【START】	Alvin: My hidden~		Anywhere	Alvin grows the Lyrial Orb	–	– ○ – – –
	Ilart Passage 1	Jude	Sorry for causing trouble~	Anywhere	When Jude becomes incapacitated three or more times in a single battle, there is a 50% chance that ○ will occur	–	– – – – –
	Ilart Passage 1	Mira	Sorry, trouble~ Anywhere		When Mira becomes incapacitated five or more times in a single battle, there is a 50% chance of occurrence	–	○ – – – –
	Ilart Passage 1	Alvin	How embarrassing~	Anywhere	When Alvin becomes incapacitated three or more times in a single battle, there is a 50% chance of occurrence	–	– ○ – – –
	Ilart Passage 1	Alvin: The way you swing a sword, Gari		Irat Passage/ Gari Passage/ Kijir Sea Waterfall	The total number of encounters has reached 30 or more.	–	○ ○ – – –
	Irat Passage 6	Jude This Attachme	~	Anywhere	Jude equips "Sunglasses (Standard)"	○	– ○ – – –
	Ilart Passage 6	Jude This Attachme~		Anywhere	Jude equips "Adhesive Bandage"	○	○ – – – –
	Ilart Passage 6	Milla Hm, this Atta~		Anywhere	Milla equips "Tiara"	○	○ – – – –
	Ilart Passage 7	Mira	Hmm.....naka~	Anywhere	Milla equips "Tengu Mask" O o	–	– – – –
	Ilart Passage 7	Mira	Uh, this is hunger~	Anywhere	When the cooking effect wears off, occurs with a 3% chance	00	– – – –
	Ilart Passage Map	Mira	I'm a bit hungry again	Anywhere	When the cooking effect wears off, occurs with a 5% chance	–	○ ○ – – –
	Ilart Passage 7	Jude	I'm hungry... ~ Anywhere		When the dish's effect wears off, there is a 5% chance of occurring	○	– – – – –
	Hamil 1	Alvin: Oh, Parenji's	~	Ha・Mil	Go to the western orchard	–	– ○ – – –
	Hamil 1	Alvin: Jude-kun, wo~		Ha・Mil	Climb the ladder	○	– ○ – – –
	Ha・Mil 1	Alvin: Oh, right now, su~		Ha・Mil	Jump down from the top of the ladder	○	– ○ – – –
	Kijiru Sea Falls 【START】	Jude: Mira... jumping down~		Kijiru Sea Falls	Jump off the cliff at the center	○	○ – – – –
	Kijiru Sea 1	Alvin: What a beautiful sea~		Kijiru Sea Falls	Remain for more than 2 minutes	–	○ ○ – – –
	Mira Shrine 6	Mira	Good grief... so st~	Anywhere	Jump on the world map more than 50 times	○	○ – – – –

No./Part	Start Date	Content		Location	Conditions	Required Members: Jimiaero			Re		
	Mira Shrine 6	Alvin	Watch out for the rocky area~	Kizil Sea Waterfall	Go to the place where the Greater Demosh was	—	—	○	—	—	—
	Mira Shrine 10	Elise	I'm hungry~	Anywhere	When the cooking effect ends, it has a 3% chance to occur	—	—	—	○	—	—
	Mira Shrine 10	Mira	Learned spirit magic~	Anywhere	Mira sets "Raging Sun" Alvin equips a "Stetson"	—	○	—	○	—	—
	Mira Shrine 10	Alvin	What am I even—	Anywhere		—	—	○	○	—	—
	Mira Shrine 10	Alvin	Such an attach—	Anywhere	Alvin equips "False Nose Glasses"	—	—	○	○	—	—
	Mira Shrine 10	Elise	Ninety-nine... one hundred...	Anywhere	Possess over 1,000,000 Gald	—	○	—	○	—	—
	Mira's company/country	Elise	It's cold near the waterfall—	Kijiru Sea 寒	Go near the waterfall	—	—	○	○	—	—
	Mira Shrine 15	Alvin	You know:.. Tipo—	Irat Sea Stop/ Samangan Sea Stop	Stay for more than 1 minute	—	—	○	○	—	—
	Samangan Highway	Jude	Mira: Again, not—	Anywhere	If Jude is not incapacitated and Mira's HP falls to 25% or below, there is a 50% chance to trigger	○	○	—	—	—	—
	Samangan Road Entrance	Mira	Jude's Condition ~	Anywhere	When Mira is not incapacitated, Ju— If Jude's HP falls to 25% or below, there is a 50% chance to trigger	○	○	—	—	—	—
	Samangan Arboreal Realm	【START】 Alvin	Sigh, the city~	Remain in Samangan Arboreal Realm for 2 minutes or more					○	—	—
	Samangan Arboreal Realm	Alvin	Hey, Elise~	Anywhere	When Alvin is not incapacitated and Elise's HP falls to 25% or below, there is a 50% chance of occurring	—	—	○	○	—	—
	Samangan Arboreal Realm	Elise	I can't fight well ～	Anywhere	When Elise is incapacitated 5 or more times in one battle, there is a 50% chance of occurring	—	—	—	○	—	—
	Samangan Arboreal Realm	Elise	Let's move on soon~	Anywhere	With Elise set as leader, no key input for 10 minutes or more	—	—	—	○	—	—
	Samangan Arboreal Realm	Tibo	I'm one step away~	Field, Dungeon	With Elise set as leader, 15 minutes or more pass	—	○	—	○	—	—
	Samangan Arboreal Realm	Elise	This attachme~	Anywhere	Elise equips the "Spinning Glasses"	—	—	—	○	—	—
	Samangan Arboreal Realm	Tipo	Yay!~	Anywhere	Elise grows the Lirial Orb	—	—	—	○	—	—
	Samangan Arboreal Realm	Tipo	Parachute~	Jump off the cliff on the west side of the northern area of the Samangan Tree Realm					○		
	Samangan Arboreal Realm	Elise	Beautiful flowers are blooming	Samangan Highway	Approach the place where pink flowers are blooming	—	—	—	○	—	—
	Karaha Sharl [START]	Alvin	As I thought, a huge town~	Karaha Shaal	Stay in the Eastern Market or Central Square for more than 3 minutes	—	—	○	—	—	—
	Karaha Sharl [START]	Elise	There's only smoke, life~	Stay in Samangan Arboreal Realm for more than 3 minutes					○	—	—
	Karaha Sharl 5	Elise	Drossel's...~	Stay in Karaha-Shahl for more than 3 minutes		○	—	—	○	—	—
	Kalahashaal 6	Lowen	……～	Anywhere	When Rowen is set as the leader and there is no key input for over 10 minutes, and Jude has not been used in battles for 20 or more consecutive times, there is a 20% chance of occurring.	—	—	—	—	○	—
	Kalahashaal 6	Jude	I do like fighting a bit~	Anywhere		—	—	—	—	—	—
	Karaha Shaal 6	Mira	Fight without me—	Anywhere	If Mira is used in battle more than 20 times consecutively and not in use, there is a 30% chance of occurrence	—	○	—	—	—	—
	Karaha Shaal 6	Alvin	Mercenaries are supposed to fight—	Anywhere	If Alvin has not been used in battle for 20 or more consecutive times, there is a 10% chance of occurring	—	—	○	—	—	—
	Karahashar 6	Elise	I want to be protected~	Anywhere	If Elise has not been used in battle for more than 20 consecutive times there is a 20% chance of occurring	—	—	—	○	—	—
	Karashar 6	Rowen	I've been fighting for quite a while now—anywhere		If Rowen has not been used in battle for 20 or more consecutive times there is a 10% chance of occurring	—	—	—	—	○	—
	Karaha Shaal 6	Rowen	Hara is getting thinner ～	Anywhere	When the cooking effect ends, it has a 3% chance to occur	—	—	—	—	○	—

Continuation of a short chat with no end time

No.	Start Date	Content		Location	Conditions	Required Members: Jimia	Elore				
	Karahashaal 6 Part	Rowen: Life is weighty~ ○		Field, Dungeon	Have more than 15 minutes pass while Rowen is set as the leader	—	—	—	—	○	—
	Karaha Shaal 6	Rowen	No good. Ah~	Anywhere	When Rowen is not incapacitated and Alvin's HP falls to 25% or below, there is a 50% chance of occurring	—	—	○	—	○	—
	Karaha Shaal 6	Lowen	I'm sorry~ anywhere		When Rowen becomes incapacitated three or more times in one battle, there is a 50% chance of occurring	—	—	—	—	○	—
	Karaha Shaal 6	Jude	...a dark and narrow field		When entering a hole in the field, there is a 20% chance of occurring	○	—	—	—	—	—
	Karaha Shaal 6	Alvin	Places like this, ~	Field	When entering a hole in the field, there is a 20% chance of occurring	—	—	○	—	—	—
	Karaha Shaal 6	Elise	Wow, so narrow and dark~	Field	When entering a hole in the field, there is a 20% chance of occurring	—	—	—	○	—	—
	Karaha Shaal 6	Rowen	In places like this~	Field	When entering a hole in the field, there is a 20% chance of occurring	—	—	—	—	○	—
	Karaha Shaal 6	Jude	Which martial-body skill to use~	Anywhere	Jude sets the "Han'yō Formation"	○	—	—	—	○	—
	Karaha Shaal 6	Rowen: A treasure chest, how bitterswe		Anywhere	Inventory was full, so contents from a treasure chest, etc., were discarded without taking them	—	○	—	—	○	—
	Karaha Shaal 6	Rowen: Oh ho, not bad~		Anywhere	Elise equips the "Mini Silk Hat"	—	—	—	○	○	—
	Kalahashaal 6	Rowen: My ruggedness is, no~		Anywhere	Rowen equips the "Hachigane" (brow band)	—	○	—	—	○	—
	Kalahar Shahr 6	Rowen: Oh my, this~		Anywhere	Rowen equips the "Transformation Belt"	—	—	—	—	○	—
	Kalah Shahr 6	Rowen: Taking time to practice~		Anywhere	Change strategy more than 5 times	—	—	—	—	○	—
	Kalah Shahr 6	Rowen: Mapo curry~		Anywhere	Eat "Mapo Curry"	—	—	—	—	○	—
	Kurama Int path	Rowen: Hohoho, Ji~		Anywhere	Rowen makes the Lirial Orb grow	—	—	—	—	○	—
	Vermia Gorge 【START】	Rowen	Don't be reckless ~	Vermia Gorge	Jump off from the highest point in the northwest	—	—	—	—	○	—
	Talas Road 【START】	Alvin: What a nasty wind. Hair~		Talas Road	Stay for more than 1 minute	—	—	○	—	—	—
	Gandara Fortress	Rowen	Ouch... Just now~	Gandara Fortress	Pass through the hole	—	—	—	—	○	—
	Le Rondo [START]	Jude: Mining in the mine is booming~		Le Rondo	Proceed down Central Street	○	○	—	—	—	—
	Le Rondor	Leia	Hurry up and move!	Anywhere	When Leia is set as leader and no key input is made for 10 minutes or more When a cooking effect ends, occurs with a 3% probability	—	—	—	—	—	○
	Le Rondor	Leia	I'm starving~ Anywhere			○	—	—	—	—	○
	Le Rondor	Leia	Jude, new~	Anywhere	Jude has set "Gale Fist"	○	—	—	—	—	○
	Le Rondor	Leia	Treasure chests, what a waste~	Anywhere	Had a full inventory and discarded the contents from a chest or similar without taking them	○	—	—	—	—	○
	Le Rondor	Leia	Hey, this gue~	Anywhere	Leia equips "Kinkoshi"	—	○	—	—	—	○
	Le Rondor 4	Leia	This attachment~	Anywhere	Leia equips the "Masked Hero Mask"	○	—	—	—	—	○
	Le Rondro	Leia	Come to think of it, long ago	Le Rondo	Stay at Matisse Clinic for more than 1 minute	○	—	—	—	—	○
	Le Rondro	Leia	Cider rice's shi~	Anywhere	Eat "Cider Rice"	○	—	—	—	—	○
	Le Rondro	Leia	Cream croquette~	Anywhere	Eat "Cream Croquette Parfait" ○		—	—	—	—	○
	Le Rondo Ro	Leia	Beef and fresh cream~	Anywhere	Eat "Cream Beef Bowl"	—	○	—	—	—	○
	Le Rondro	Leia	You five hundred thousand Gald	Anywhere	Possess more than 500,000 Gald	○	—	—	—	—	○
	Voltea Forest Path [START]	Leia	Oh—what, going~ ○	Field	When entering a hole in the field, there is a 20% chance of occurring	—	—	—	—	—	○
	Voltea Forest Path [START]	Leia	It's hard to say~ ○	Field, Dungeon	Have Reya as leader for 15 minutes or more	○	—	—	—	—	○
	Voltea Forest Path [START]	Leia	I'm really tired~ ○	Field, Dungeon	Have Reya as leader for 30 minutes or more	—	—	—	—	—	○
	Voltea Forest Path [START]	Leia	Sorry..... I~ anywhere		Reya becomes incapacitated 5 or more times in one battle Occurs with a 50% probability when this happens	—	—	—	—	—	○

	Start Date	Content		Location	Conditions	Required Members					
						Jimia	Elore				
Part 2	Lacolm Sea Stop 【START】	Reia	It's about time, wa~	Anywhere	If Leia has not been used in comb at for 20 or more consecutive batt les, there is a 20% chance of occurrence	–	–	–	–	–	○
	Rakorum Sea Stop [START]	Leia	Roen's condition~	Anywhere	When Leia is not incapacitated and Lowen's HP falls to 25% or below, there is a 50% chance of occurrence	–	–	–	–	○	○
	Rakorum Sea Stop [START]	Elise: Oh no... Leia	~	Anywhere	When Elise is not incapacitated and Leia's HP falls to 25% or below, ther e is a 50% chance of occurrence	–	–	–	○	–	○
	Lacolm Sea Stop 【START】	Elise: Yakisoba, so tasty~		Anywhere	Eat "yakisoba"	–	–	–	○	–	○
	Lacolm Sea Stop 【START】	Leia: Hmm, frui~		Anywhere	Eat "fruit yakisoba" Stay in the Eas	–	–	–	–	○	○
	Rakorum Sea Stop [START]	Leia	Elise, fra~	Karaha Shaal	t Market or Central Plaza for more than 2 minutes	–	–	–	○	–	○
	Lacolm Sea 停 1	Reia: Being in nature~		Stay in Samangan	Arboreal Realm for more than 1 minute	–	–	–	–	–	○
	Lakorumu Seaside Stop	Reia: Geez, how many times climb ~		Varmia Gorge	Stay for more than 2 minutes	○	–	–	–	–	○
	Lacolm Sea 停 1	Reia: Hey, before we defeated ~		Fergana Mine	Approach the hole in the back of Mining Area No. 4, Monster's Nest	○	–	–	–	–	○
	Lacolm Sea 停 1	Elise: Jude, um~		Baikal Abandoned Shaft	Stay for more than 2 minutes	○	–	–	○	–	–
	Lacolm Sea 停 1	Jude	Yeah! Nice equi~	Anywhere	Jude equips a weapon with 500 or mor e physical attack	○	○	–	–	–	–
	Lakorumu Seaside Stop 1	Mira	This is pretty~	Anywhere	Milla equips a weapon with 500 or mor e physical attack	○	○	–	–	–	–
	Lacolm Sea 停 1	Alvin: As expected, equipment is,~		Anywhere	Alvin equips a weapon with a phy sical attack power of 750 or higher	–	○	○	–	–	–
	Lakorumu Seaside Stop 1	Leia	Good equipment assembled~	Anywhere	Elise equips a weapon with physic al attack of 675 or higher	–	–	–	○	–	○
	Lacolm Sea 停 1	Elise Rowen, and~		Anywhere	Rowen equips a weapon with physic al attack of 500 or higher	–	–	–	○	○	–
	Lacolm Sea 停 1	Leia	Tada—~	Anywhere	Leia equips a weapon with physic al attack of 400 or higher	–	–	○	–	–	○
	Lakorumu Seaside Stop 1	Leia	All right, one~	Anywhere	Leia grows the Lirial Orb	–	–	–	–	–	○
	Racolm Highway [START]	Elise watching the sunset~		Racolm Highway	Stay for more than 2 minutes	–	–	–	○	–	–
	Lakorumu Road	Mira	Just a dead end~	Racolm Highway/ Mon Plateau/B Lunaur Road	Entered a hole with no treasure chests or materials	–	○	–	–	–	–
	Shan Dou [START]	Leia	Elise, (your) feet too~	Sogd Marshway	Stay in the northern area for more than 1 minute	–	–	–	○	–	○
	Shan-Du [START]	Tibo	I also won't slip~	Sogd Marshway	Short chat "Elise, (your) feet too~" Wat ching / Stay in the northeast area for more than 3 minutes	–	○	–	○	–	–
	Shan Du 1	Elise The bearded statue~		Shan Du	Stay in the central district for more than 2 minutes	–	–	–	○	○	–
	Shan Du 1	Tipo Looked once, so big~		Shan Du	Go to the bridge in Chuo Ward	–	○	–	○	–	–
	Shang Du 2	Rohen: Watch your step here too~		Sogd Marshway	Short chat: "I won't slip either~" Watc hing / Stay in the southern area for m ore than 1 minute	–	–	○	–	○	–
	Shan Duro	Alvin: They're lined up here~		Shang Du	Stay in the Central District for more than 1 minute	–	–	–	○	–	○
	Shan Duro	Leia	Why are we fighting in the air	Shan Duro	Stay in the Arena for more than 1 minute	–	–	–	–	○	○
	Shan Duro	Rohen: Shan Duro's~		Shan Duro	Stay in the Central District for more than 3 minutes	–	–	–	○	○	–
	King's Hunting Grounds [START]	[START] Ugh, my foot got caught in the grass		King's Hunting Grounds	Enter the tall grass thicket in the southwest	–	–	–	–	–	○
	Mon Plains [START]	Elise: Mira, my stomach's getting cold~		Mon Plains	Stay for more than 2 minutes	–	○	–	○	–	–
	Mon Plains [START]	Elise: Haa~....., it's cold~		Mon Plains	Stay for more than 3 minutes	–	–	–	○	–	–
	Barnaul Road 【START】	Alvin Did you forget? Go~		Gandara Fortress	Approach the West Gate or East Gate/ Until event 116 "Gandara Fortress Assault" is triggered	–	–	○	–	–	–
No. 3 Part	Arkand Marsh 【START】	Tipo	Ugh, so damp~	Alkando Marsh:	Stay for more than 1 minute	–	–	–	○	–	–
	Arkand Marsh 【START】	Tibo	It started raining~	Alkando Marsh:	Stay for more than 2 minutes	–	–	–	○	–	–

Continuation of a short chat with no end time

	Start Date	Content		Location	Conditions	Required Members					
						Jimiaero	Re		Roh		
Part 3	Faizabird Marshland 1	Elise: Look, it's so big~		Faiza Bird Swamp Field	Proceed to the southern area	—	—	—	○		—
	Faiza Bird Swamp Field	Alvin: In my proud coat~		Faiza Bird Swamp Field	Stay for more than 1 minute	—	—	○	—	—	—
	Faiza Bird Swamp Field	Leia	Ahh, favorite ～	Faiza Bird Swamp Field	Stay for more than 2 minutes	—	—	—	—	—	○
	Kukuru Ice Cavern	Alvin is not good with snow. ~		Tourai Frozen Plain	Stay for more than 1 minute	○	—	○	—	—	—
	Seirai Cold Pla 1	Rowen: Good grief, how important~		Seirai Frozen Plain	Stay for more than 1 minute	—	—	—	—	○	—
	Church of Zaira For t	Reia: It's cold—! Shimo~		Zaira Forest	Stay for more than 1 minute	—	—	—	—	—	○
Part 4	Chapter Ha-Miru(4)	Reia: Excuse me for intruding—~		Olda Palace	Proceed through the entrance hall	○	—	—	—	—	○
	Hamill (2) 4	Elise Ilfan~		Il Fan	Stay outdoors for more than 1 minute except on Olda Bridge	—	—	—	○	—	○
	Hamill (2) 4	Elise: Jude, this~		Il Fan	Stay outdoors for more than 2 minutes except on Olda Bridge	○	—	—	○	—	—
	Hamill (2) 4	Leia	Il Fan's~	Il Fan	Stay for more than 30 seconds	○	—	—	—	—	○
	Hamill (2) 4	Leia	Night town Il Fu~	Il Fan	Stay for more than 1 minute	—	—	—	○	—	○
	Hamill (2) 4	Rowen Whenever I see it, battle~		Faizabard Swampland	Stay for more than 1 minute	—	—	—	○	○	—
	Ni-Akeria Sacred Mountain 【START】	Leia: Crawl forward!~		[illegible]	・Pass through the north hole of the Ni-Akeria Sacred Mountain trailhead by crouching						
	Ni-Akeria Cloud Mountain 【START】	Rowen: Climb the vines~		Ni-Akelia Sacred Mountain	Climb the vine located north of the trailhead	—	—	—	○	—	—
	Ni-Akeria Cloud Mountain 2	Alvin The climate is mild and~		Karaha Sharl	Go near the large tree in the East Market	—	—	○	—	○	—
	Trigraph 1	Jude The town in another world only~		Trigraph	Stay in the Civic Park for more than 1 minute	○	—	—	—	—	—
	Trigraph 2	Rowen Elenpios's~		Trigraph	Go near the armor shop in the Commercial District	—	○	—	—	○	—
	Rusal Highway~Hill Torn by the Dimension 【START】	Leia	Yes! Jump down~	Tatar Netherpit	Jump down from the cliff on 1F	—	—	—	—	—	○
	Rusal Highway~Hill Torn by the Dimension 【START】	Tipo	You're slow, Reia~	Tatar Netherpit	Climb the ladder to B1F	—	—	—	○	—	○
	Rusal Highway~Hill Torn by the Dimension 【START】	Jude	It's dark.....~	Tatar Cave	Proceed to the deepest area	○	—	—	—	—	—
	Rusal Highway~Hill Torn by the Dimension 【START】	Mira	So dark.....~	Tatar Abyss	Proceed to the deepest area	—	○	—	—	—	—
	Seisei no Michi (2) [START]	Rowen The falling leaves~		Barmia Gorge	Stay for more than 3 minutes	—	○	—	—	○	—
	Seisei no Michi (2) [START]	Leia Mira's house is, ~		Mira Shrine	Go to the company	○	—	—	—	—	○
	Seisei no Michi (2) [START]	Rowen This ice flower ……～		Kukuru Frozen Cavern	Stay for more than 1 minute	○	—	—	—	○	—
	Seisei no Michi (2) [START]	Leia	Beautiful icicles~	Kukuru Frozen Cavern	Stay for more than 2 minutes	—	○	—	—	—	○
	Seisei no Michi (2) [START]	Alvin	Ahh, my pride ～	Nol Scorch 同	Stay for more than 1 minute	—	—	○	—	—	—
	Seisei no Michi (2) [START]	Elise	Too hot, tee~	Nol Scorch Cave	Stay for more than 2 minutes	—	—	—	○	—	—
	The Path of the World Spirits (2) [START]	Elise	Pfft! Sand~	Taras Road	Stay for more than 2 minutes	—	○	—	○	—	—
	Path of the World Spirit (2) 【START】	Rowen Finally Gandara		Gandara Fortress	116 "Gandara Fortress Assault" — Defeat Gandara Fortress Defense Golem 1 and 2	○	—	—	—	○	—
	Seisei no Michi (2) [START]	Jude: I can't fight like this~		Anywhere	Jude equips "Tipomiton"	○	—	—	○	—	—
	Seisei no Michi (2) [START]	Mira: On purpose, like this~		Anywhere	Mira equips "Harisen"	○	○	—	—	—	—
	Seisei no Michi (2) [START]	Alvin: About that sword...~		Anywhere	Alvin equips "Grilled Squid" Elise equips "Cat Teaser"	—	—	○	—	—	—
	Seisei no Michi (2) [START]	Elise: Let's go, Thibault~		Anywhere		—	—	—	○	—	—
	Seisei no Michi (2) [START]	Rowen: Oh~		Anywhere	Rowen equips "Pointing Stick"	—	—	—	—	○	—
	The Path of the World Spirits (2) [START]	Leia	Me this staff~	Anywhere	Leia equips "Master Thief! Give It to Me, Nya♥"	○	—	—	—	—	○

Fighting Chat

Fighting chat that occurs only in specific battles

Sengoku period	Timing
Labort Research Institute I-Fan Guards, Solcat Battle Unit 1	At the Start of Battle
Labort Research Institute II-Fan Guards, Solcat Battle	During Basic Combat Tutorial
During Labort Research Institute Second Battle※	During Trait (Characteristic) Tutorial
Rafort Laboratory 5 Red-Clothed Girl Battle	At the Start of Battle (Jude Chapter only)
Rafort Laboratory Red-Clothed Girl Battle	During Mira's Interruption
Irart Passage Wolf, Needle Spider Battle	At the Start of Battle
Irart Passage Wolf, Needle Spider Battle	Link Tutorial During
Irart Passage 2 Clubman, Wont Battle	Overlimit During tutorial At the start of battle At the start of battle Character swap tutorial in progress
Samangan Arboreal Realm Silva Trent Battle	
Samangan Arboreal Realm 3 Jao (1) Battle	
Kurama Pa age Flower Cat, Dusk Shade Battle	
Vermia Gorge 2 - Nameless Mutant Battle	At the start of battle
Gandara Fortress 16 - Ibar (1) Battle	At the start of battle
Fergana Mine Hammers Farm (1) Battle	At the start of battle
Part 2 Section Lacolm Road 2 - Brutal Battle	At the start of battle
Shan-Du Country 3 - Black Box Warrior Battle	At the start of battle
Kan-Balk - Wingar (1) Presa (1) Battle	At the start of battle
Kan-Balk 12 - Pterabronk Battle	At the start of battle
Barnaul Road 8 - Agria (1) Battle	At the start of battle
Olda Palace 3 - Protex Spider Battle	At the start of battle
Olda Palace - Nahtigar Battle	At the Start of Battle
Part 3 Faizabird Marsh 2 2nd match of 10 consecutive battles	At the start of battle
Faizabird Marsh 2 3rd match of 10 consecutive battles	At start of battle
Faizabird Marsh 2 4th match of 10 consecutive battles	At start of battle
Faizabird Marsh 2 5th match of 10 consecutive battles	At start of battle
Faizabird Marsh 2 6th match of 10 consecutive battles	At start of battle
Faizabird Marsh 2 7th match of 10 consecutive battles	At start of battle (Traditional Chinese wording in original)
Faizabird Marsh 2 8th match of 10 consecutive battles	At start of battle
Faizabird Marsh 2 9th match of 10 consecutive battles	At start of battle
Faizabird Marsh 2 10th match of 10 consecutive battles	At start of battle
Faizabird Marsh 3 Wingal (2) Preza (2) Jao (2) Battle	At the Start of Battle
Faizabird Marsh Gaius (1) Battle	At the Start of Battle
Kukuru Ice avern Aqua Dragon battles 1 and 2	At the Start of Battle
Nol Blazing Cave 2 Fire Tigre battle	At the start of battle
Voyage Ship Jilnitro B Jiland, Celsius battle	At the start of battle

Combat Period	Timing
Ha-Mil (2) 【START】 Alvin Battle	At the Start of Battle
Ha-Mill (2) Muse (1) Battle	At the Start of Battle
Ha-Mil (2) 6 Ibal (2) Battle	At the Start of Battle
Ni-Akeria Sacred Mountain 2 Agria (2) Breza (3) Battle Start	
Seisei no Michi 3 Maxwell Battle	1st event When battle resumes afterward
Seisei no Michi 3 Maxwell Battle	2nd event When battle resumes afterward
Seisei no Michi 3 - Battle with Maxwell	When Milla joins
Helioborg Base 5 - Battle with Volt	At start of battle
Seisei no Michi) - Wingar (3) Battle	At start of battle
Seisei no Michi (2) 5 - Gaius (2) Battle	At start of battle
Seisei no Michi (2) 5 - Muse (3) Battle	At start of battle
Seisei no Michi (2) 6 - Gaius (3) Muse (4) Battle	At start of battle
Seisei no Mich (2) - Gaius (3) Muse (4) Battle	When Alvin joins
Seisei no Michi (2) 6 Gaius (3) Muset (4) Battle	When Elise joins
Seisei no Michi (2) 6 Gaius (3) Muset (4) Battle	When Rowen joins
Seisei no Michi (2) 6 Gaius (3) Muset (4) Battle	When Leia joins
062 "Arena" Advanced Single Battle (Jude)	When Ival intervenes
062 "Arena" Advanced Single Battle (Milla)	Ival disturbance
062 "Arena" Advanced Single Battle (Alvin)	Ival disturbance
062 "Arena" Advanced Single Battle (Elise)	Ival intervenes
062 "Arena" Advanced Single Battle (Rowen)	Ival intervenes
062 "Arena" Advanced Single Battle (Leia)	When Ival intervenes
062 "Arena" Advanced Party Battle (Four-Aspect Blade Battle)	At Start of Battle
116 "Gandara Fortress Assault" Gandara Fortress Defense Golem 1, 2 Battles (P.350)	At the Start of Battle
125 "Lost Ring of the Otherworld ②" The Sealed One's Retainers — Red, Blue Battles (P.352)	At the Start of Battle
129 "Golden Magic Swordsman" Golden Magic Swordsman battle (P.369)	At Start of Battle
129 "Golden Magic Swordsman" Golden Magic Swordsman duplicate (P.369)	At first duplicate
129 "Golden Magic Swordsman" Golden Magic Swordsman second duplicate (P.369)	At second duplicate
Vewind Eye battle (P.343)	At the Start of Battle
Graddiclaw battle (P.343)	At the Start of Battle
Demon-Armored Beast Forzam battle (P.367)	At the Start of Battle
Demon-Armored Beast Ropard battle (P.367)	At start of battle
Demon-Armored Beast Gattrega battle (P.367)	At start of battle
Demon-Armored Beast Schweiss battle (P.368)	At start of battle
Demon-Armored Beast Dransword battle (P.368)	At start of battle
Demon-Armored Melanblon battle (P.368)	At start of battle

※ In Jude's chapter it is the II Fan Guard battle; in Mila's chapter it is the II Fan Guard and Solcat battle.

Fighting chats that occur randomly

No.	Conditions	Probability	Speaking character
1	Battle has begun	10%	One of the characters participating in the battle. Each character has 2 patterns
2	Encountered enemies with an average level 5 or more higher	5%	One of the characters participating in the battle
3	The link partner triggered No.2		Character linked to the character who triggered 100% No.2
4	Encountered enemies with an average level 5 or more lower	5%	One of the characters participating in the battle
5	The link partner triggered No.4		Character linked to the character who triggered 100% No.4
6	Encountered an enemy of a favored type	10%	Any one of the characters participating in battle who is of a type favored by the enemy among the characters participating in battle
7	Triggered an Advantage Encounter or Advantage Encounter+	5%	Any one of the characters participating in battle
8	The linked partner triggered No.7		Character linked to the character who triggered 100% No.7
9	An Encounter Link occurred	5%	Any one of the characters participating in battle
10	The linked partner triggered No.9	100%	Characters linked with the character who triggered No. 9
11	A back attack encounter occurred	10%	Any one character participating in the battle
12	The linked partner triggered No. 11	100%	Characters linked with the character who triggered No. 11
13	Encountered an enemy when HP was 25% or less	10%	Characters with HP at 25% or less
14	The linked partner triggered No. 13	100%	Characters linked with the character who triggered No. 13
15	Mira, Alvin, Elise are participating in the battle	3%	Mira, Alvin, Elise each speak
16	Jude, Mira, Elise, and Rowen are participating in the battle and Leia is in reserve.	3%	Jude, Mira, Elise, Lowen, and Leia each speak
17	Jude, Mira, Elise, and Leia are participating in battle	3%	Jude, Mira, Elise, and Leia each speak
18	There are characters who will level up after the battle ends	10%	Characters scheduled to level up
19	There are characters who have not participated in battle consecutively 20 times or more	5%	Characters who have not participated in battle consecutively
20	Called a Link	30%	Characters who called a Link. Each character has 2 patterns
21	Used Support	100%	Characters who used Support. Each character has 2 patterns
22	Performed a consciousness recovery on a linked partner	100%	Character who performed a consciousness recovery
23	Protected a linked partner	100%	Character who protected a link partner
24	Performed chant follow-up	50%	Character who performed cast follow
25	Performed rear cover	25%	Character who provided rear cover
26	Performed an appeal	25%	Character who performed an appeal
27	A linked partner caused No.26	100%	Character linked with the character who caused No.26
28	Failed the technique due to insufficient TP	50%	Character who ran out of TP
29	A linked partner caused No.28	100%	Character linked with the character who caused No.28
30	A linked partner propagated a status ailment	100%	Character who had a status ailment propagated to them
31	The link partner triggered No. 30	100%	Character linked with the character who caused No.30 (a character who was originally afflicted with a status ailment)
No.32	Took damage and HP fell to 25% or below		Characters whose HP dropped from 50% to 25% or below
No.33	Link partner caused No.32 to occur		Characters linked to the character who triggered No.32 at 100%
No.34	Changed the character participating in battle		Characters who newly joined the battle at 100%
No.35	Defeated an enemy		Characters who defeated an enemy at 25%
No.36	Link partner caused No.35 to occur		Characters linked to the character who triggered No.35 at 100%

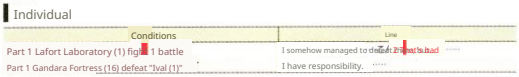
Post-Battle Conversation Data

Talk Data

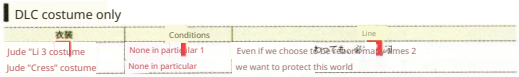
After winning a battle, you can hear individual murmurs and exchanges between characters. This section comprehensively covers post-battle conversations, including those exclusive to DLC, so be sure to check them out.

How to read the data

Individual


Conditions
Line
Part 1 Lafort Laboratory (1) fig 1 battle
I somehow managed to defeat them, but...
Part 1 Gandara Fortress (16) defeat "Ival (1)"
I have responsibility.

DLC costume only



Dialogue Exchanges

1 Conditions

The conditions for that conversation to occur. Except for some exceptions, it is assumed that the speaking character is participating in the battle. Regarding the term "Easy Win" among the conditions: it indicates a battle time of 20 seconds or less, no participating member's HP decreased by more than 10%, and no allies were afflicted with status abnormalities at the end of the battle. "Narrow Win" indicates either a battle time of 40 seconds or more with all participating members having lost 70% or more of their HP, or that three or more participating members were afflicted with status abnormalities at the end of the battle. Also, "banter" has a lower occurrence rate than "personal" post-battle conversations, and some will not occur during specific periods of the story. In addition, those labeled "personal" or "DLC costume only" require, as a prerequisite, that the speaking character be the one to defeat the last r

2. Line

The content of the conversation.

3. Costume Name

The DLC costume that must be equipped to trigger that post-battle conversation. The equipped character will speak. 4. No.

The number of that conversation.

5. Speaking Character

The character who speaks in the post-battle conversation.

Individual

Jude

Conditions	Line
Part 1: First time fighting 1 Lafort Research Institute (Jude chapter)	I somehow managed to defeat them, but... This is bad.....
Part 1: Defeat Ivar (1) at Gandara Fortress 16	I have a responsibility.....
Part 4 Ha·Mil (2) 1 Defeat Alvin in Jude's Chapter	Why are we doing something like this...!?
Part 4 Ha-Miru (2) Until	Yeah..... we can do it!
Part 4 Ha-Miru (2) until 2	We have no choice but to fight, right?
Part 4 Ha-Miru (2) until	I can do at least this much
Part 4 Ha-Miru (2) until	I don't like fighting, but...
Part 4 Ha-Miru (2) until / Easy Win	Is it already over!?
Part 4 Ha·Mil (2) 2 Until / Easy Win	That was a piece of cake!
Narrow Victory	Ah, that was close...
Delivered the finishing blow with a secret/ultimate skill	These fists aren't just for show!
Part 4 Ha·Mil (2) 2 From now on	Come on, let's move forward!

Continuation of Jude

Conditions	Line
After Part 4 Ha·Mil (2)	I have to do it—what I must do.
After Part 4 Ha·Mil (2)	I won't run away anymore.
After Part 4 Ha·Mil (2)	Now is not the time to be worrying.....
After Part 4 Ha·Mil (2) 2 onward / Easy	Keep your focus!
After Part 4 Ha·Mil (2) 2 onward / Easy	This is our power!
062 Won the advanced single match at the arena	It's the first time I've enjoyed fighting.
062 Won the EX character match at the arena	Am I... unexpectedly strong?
Up to Part 4 Ha Mir (2) / Level up	Yeah, feels good!
Up to Part 4 Ha Miru (2) 2 / Level up	Do what you can right now.
From Part 4 Ha Miru (2) 2 onward / Level up	Not yet. I have to get stronger.
From Part 4 Ha Miru (2) onward / Level up	Alright, I can still go!

Mira

Conditions	Line
First time fighting at Lafort (Part 1) (Mira scenario)	If you had stayed quiet, I wouldn't have harmed you...
Up to Part 1 Labort Research Institute / Part 1 Ilat Sea Anchorage [START] ~ Part 4 Kijiru Sea Waterfall (Spirit World) [START]	This is the power of Maxwell
Up to Part 1 Labort Research Institute / Part 1 Ilat Sea Anchorage [START] ~ Part 4 Kijiru Sea Waterfall (Spirit World) [START]	All right, let's move forward!
Up to Part 1 Labort Research Institute / Part 1 Ilat Sea Anchorage [START] ~ Part 4 Kijiru Sea Waterfall (Spirit World) [START]	I won't apologize...
Part 1: To Lafort Laboratory B / Part 1: Ilart Sea Stop 【START】 ~ Part 4: Kizil Waterfall of the Sea (Spirit World) 【START】	To think you could stop me with something like this!
Part 1: To Lafort Laboratory / Part 1: Ilart Sea Stop 【START】 ~ Part 4: Kizil Waterfall of the Sea (Spirit World) 【START】 / Easy Victory	There is no hesitation in my sword.
Part 1: To Lafort Laboratory / Part 1: Ilart Sea Stop 【START】 ~ Part 4: Kizil Waterfall of the Sea (Spirit World) 【START】 / Easy Victory	Heh, how trivial.
Part 1: To Lafort Laboratory / Part 1: Ilart Sea Stop 【START】 ~ Part 4: Kizil Waterfall of the Sea (Spirit World) 【START】 / From Part 4: Trigraph 【START】 onward / Narrow Victory Part 1: Lafort Laboratory ~ Part 1: Ilart Sea Stop 【START】	That was a close call...
Part 1: Lafort Laboratory Part 1: Ilart Sea Stop 【START】	...I'll have to do something about it.
Part 1: Lafort Laboratory Ilart Sea Stop 【START】 / Easy Victory ~ Part 1	There's no problem at all!
Part 1: Lafort Laboratory ~ Part 1: Ilart Sea Stop 【START】 / Narrow Victory	I will not lose.
Part 4: Kizil Waterfall of the Sea (Spirit World) 【START】 ~ Part 4: Ni-Akeria Sacred Mountain (Spirit World)	Please do not interfere.
Part 4: Kizil Waterfall of the Sea (Spirit World) 【START】 ~ Part 4: Ni-Akeria Cloud Mountain (Spirit World)	It was a futile battle, wasn't it.
Part 4: Kizil Waterfall of the Sea (Spirit World) 【START】 ~ Part 4: Ni-Akeria Sacred Mountain (Spirit World) / Easy Victory	That was a close one.
Part 4: Kizil Waterfall of the Sea (Spirit World) 【START】 ~ Part 4: Ni-Akeria Cloud Mountain (Spirit World) / Narrow Victory	This is our power!
From Part 4: Trigraph 【START】 onward	We have no hesitation!
From Part 4: Trigraph 【START】 onward	I have a reason I must move forward!
From Part 4: Trigraph 【START】 onward	My will is a blade of steel.
From Part 4: Trigraph 【START】 onward	You picked the wrong opponent.
From Part 4: Trigraph 【START】 onward / Easy Victory	I can't afford to stop!
From Part 4: Trigraph 【START】 onward / Easy Victory	Know the power of the will that protects the world!
Delivered the finishing blow with a Secret Art	The skill befitting Maxwell's shrine maiden. Well done, Ival.
062 Won the top-level single match at the arena	Hmph, so this is my current ability.
062 Won the arena EX character match	You've overcome the wall.
Leveled up until Part 4: Kizil Waterfall of the Sea (Spirit World) 【START】 / Leveled up until Part 4: Kizil Waterfall of the Sea (Spirit World) 【START】	It seems you've grown...
Part 4: Kizil Waterfall of the Sea (Spirit World) 【START】 ~ Part 4: Ni-Akeria Cloud Mountain (Spirit World) / Leveled up	I will exceed my limits!
From Part 4: Trigraph 【START】 onward / Leveled up	More power!
From Part 4: Trigraph 【START】 onward / Leveled up	

Alvin

Conditions	Line
None in particular	Hey, good work—
None in particular	Work's done!
None in particular	Sorry for being so strong
None in particular	Well, that's about it
Easy win	I went a bit too all-out. Sorry
Easy win	Alvin, the capable man, nice to meet you!
Narrow Victory	That was close just now~
Delivered the finishing blow with a secret/ultimate skill	Did you see my ace up the sleeve?
062 Won the top-level single match at the arena	There, as promised I knocked them out for you
062 Won the arena EX character match	Oops, I accidentally showed my true power
Level Up	Hm, doesn't that feel great?
Level Up	I got stronger again

Elise

Conditions	Line
Part 2: To the Liberry Rock Hollow	Elise, you did your best, Tepo Tiboeley koso—
Part 2: To the Liberry Rock Hollow	Elise: Phew, it's over... Tipo: Ah—I'm tired.
Part 2: To the Liberry Rock Hollow	Elise: Everyone, you did your best! Tipo: Not as much as we did, though—!
Part 2: To the Liberry Rock Hollow	Elise: It's a victory of friendship! Tibo: Friendship is the best!
Part 2: To the Liberry Rock Hollow / Easy win	Elise: Huh, we actually won...? Tipo: That felt way too easy—!
Part 2: To the Liberry Rock Hollow / Easy win	Elise: Am I strong... I wonder? Tibo: Of course — you're strong and cute!
Part 2: To the Liberry Rock Hollow / Narrow victory	Elise: I thought it was hopeless... Tipo: I don't like this.....
Part 2: To the Liberry Rock Hollow / Finished them with a secret ultimate move	Elise: I did it! Tibo: You were amazing, Elise!
Part II: After the Liberry Rock Cavern	Elise: Good work, Tipo Tibo, it's nothing!
Part II: After the Liberry Rock Cavern	Elisetibo, are you not broken? Tipo: Totally fine!
Part II: After the Liberry Rock Cavern	Elise: That was really good just now! Tibo: Everyone's pretty good, too!
Part II: After the Liberry Rock Cavern	Elise: Let's keep this up! Tipo: Totally in the groove~
Part II: After the Liberry Rock Cavern / Easy Victory	Elise: Hm—this is unsatisfying..... Tipo: I want to rampage more!
Part II: After the Liberry Rock Cavern / Easy Victory	Elise: Am I..... strong, right? Tibo: Rather, the strongest!
Part II: After the Liberry Rock Cavern / Narrow Victory	Elise: Ah, that was close..... Ti: I almost got discouraged.....
Part II: After the Liberry Rock Cavern / Finished with a Secret Technique	Elise: This is my special move! Tipo: An amazing one appeared!
062 Won the top-level single match at the arena	Tipo did it, Victory One! Elise: I've become the strongest! Tipo: Bring on someone even stronger!
062 Won the arena EX character match	Elise/Tipó, don't provoke...
Part II: Level Up to the Liberry Rock Cavern	Elise: I... have grown! Tipo: Growth volley!
Part II: To the Liberry Rock Cavern / Level Up	Elise: Can I become even stronger... maybe? Tipo: Don't worry, I'm with you!

Elise Continued

Conditions	Line
Part 2 From the Liberry[6]ock Shaft Onward / Level Up	Elise: I will become even stronger... really! Tipo: Elise, you can do it!
Part 2 From the Liberry Rock Shaft■ Onward / Level Up	Elise: I'm full of energy! Tipo: Maybe your talent has awakened!

Lowen

Conditions	Line
Part 2 Defeat Nah[6]gar in the Alda Palace	Nachtigal, this is the outcome you wanted. So you will submit.
None in particular	I have not aged in vain.
None in particular	Everyone, well done.
None in particular	This result was within expectations.
None in particular	Old man, you're surprisingly strong, aren't you?
Rongsheng	That was the perfect harmony!
Easy win	Now that is a splendid victory!
Narrow Victory	I fought a shameful battle.....
Delivered the finishing blow with a secret/ultimate skill	How about an ending like this?
062 Won the top-level single match at the arena	Did you enjoy my masterful technique?
062 Victory in the Arena's EX Character Match	I might be more than ten times stronger than when I was young now?
Level Up	It seems you've overcome a hurdle.
Level Up	Oh? Is this a growth spurt?

Leia

Conditions	Line
Part 1: Fergana Mine [START] ~ up to Part 1: Fergana Mine 5	Fighting monsters is totally different from the dojo...
None in particular	That really fired me up just now!
None in particular	At this rate, let's keep going!
None in particular	Hmm, I'm in top form!
None in particular	A victory we all achieved together!
Easy win	Alright, a crushing victory~!
Easy win	Well, that was anticlimactic.
Narrow Victory	That's rough.....
Delivered the finishing blow with a secret/ultimate skill	The rumble of the staff summons a storm!
062 Won the top-level single match at the arena	Great victory! Maybe they'll make a statue of me now!?
062 Victory in the Arena's EX Character Match	Ah—feeling fully committed in a fight feels great!
Level Up	Yay, level up!
Level Up	I'm only going to get stronger!

TOPICS Battles where you can hear the enemies' battle cries

In some boss fights, enemies can link with each other. When certain conditions are met at that time, a Fighting Chat occurs, allowing you to hear the enemies' battle cries. Fighting

There are times when you can hear conversations between allies and enemies in chat, but opportunities to hear the enemies' battle cries are rare. You can hear Fighting Chat in the battles listed below, so liste

Timing for battles where you can hear Fighting Chat

Timing of occurrence		Enemies that appear
Common	Part II Kang Baruk [7]	Wingal Breza
Common	Part 3 Faizabird Marsh 3	Wingal, Jao, Breza
Common	Part 3 Voyage Ship Jilnitra[8]	Jiland Celsius
Jude Chapter	Part 4 Ni-Akeria Sacred Mountain 2	Agria, Preza
Common	Part 4 Path of the World Spirit (2) 6	Gaius, Muse
Common	Advanced Arena Party Battle	Agria, Wingal, Jao, Breza

Enemy actions that trigger chat

- ◆ Call a Link
- ◆ Remove Stun
- ◆ Provide Rear Cover
- ◆ Protect Link Partner

DLC

Costumes	Conditions	Line
Jude "Leon" Costume	None in particular	No matter how many times I'm reborn, I will always choose the same path
Jude "Cress" Costume	None in particular	We want to protect this world
Jude "Cress" Costume	None in particular	I will definitely defeat Daos!
Jude "Stardra" Costume	None in particular	Let's relish our youth together!
Jude "Stardra" Costume	None in particular	Truly outstanding people will keep standing out even if they're struck down!
Jude "Stardra" Costume	Finished him with a Mystic Arte	Making a dashing entrance! The Galactic Beauty Boy!
Milla "Daos" Costume	None in particular	If you interfere with me, I will only destroy you!
Milla "Daos" Costume	None in particular	If there is evil, it is in the human heart.
Milla "Stahn" Costume	None in particular	This is the eternal sword I entrust to the future!
Milla "Stahn" Costume	None in particular	I want to protect this world where my beloved people are.
Milla "iM@S2" Costume	None in particular	With that, farewell.
Milla "iM@S2" Costume	None in particular	I aim for the heights.
Milla "iM@S2" Costume	None in particular	You are no match for me, are you?
Milla "Stardra" Costume	None in particular	Are you someone who watches through glass?
Milla "Stardra" Costume	Eishou	I don't dislike innocent children.
Milla "Stardra" Costume	Finished him with a Mystic Arte	Be bolder!
Alvin "Kratos" Costume	None in particular	Taste the pain of that inferior species to your heart's content... with the hellfire of damnation.
Alvin "Kratos" Costume	None in particular	My sword cannot be read by anyone.
Alvin "Kratos" Costume	None in particular	It seems you were not equipped to defeat me.
Alvin "Kratos" Costume	None in particular	Lament your own misfortune.
Alvin "Stardra" Costume	None in particular	I can't sleep tonight either...
Alvin "Stardra" Costume	None in particular	Bring ruin to the Galactic Pretty Boy!
Alvin "Stardra" Costume	Finished him with a Mystic Arte	Friends, this is our victory!
Elise "Mint" Costume	None in particular	If only I had a powerful sorcery like a mother's
Elise "Mint" Costume	None in particular	Give me great power!
Elise "Mint" Costume	None in particular	I'm sorry, I can't let you win
Elise "Mint" Costume	None in particular	May the World Tree's blessing be upon you
Elise "iM@S2" Costume	Nothing in particular	I'm a little clumsy, but I'll do my best!
Elise "iM@S2" Costume	Nothing in particular	At this rate I'll become a top idol!
Elise "iM@S2" Costume	Nothing in particular	Victory, yes, victory!
Elise "Stardra" Costume	Nothing in particular	The punishment game is 100 reverse pull-ups in a swimsuit, you know!
Elise "Stardra" Costume	Easy win	Shall we do one more for now?
Elise "Stardra" Costume	I finished it off with a Secret Ultimate	I'm a Star Driver too!
Rowen "Barbatos" Costume	None in particular	A man has no word for retreat!
Rowen "Barbatos" Costume	None in particular	I'm being gentlemanly today — consider yourself lucky.
Rowen "Barbatos" Costume	None in particular	Don't go using items or anything!
Rowen "Stardra" Costume	None in particular	With this, the battle is concluded.
Rowen "Stardra" Costume	None in particular	The day of departure is near...
Rowen "Stardra" Costume	I finished it off with a Secret Ultimate	The true Kira Star!
Leia "Phala" Costume	None in particular	Yeah, we can do this, we can do this!
Leia "iM@S2" Costume	None in particular	It'll be all right
Leia "iM@S2" Costume	None in particular	I think this means the next one will be easy too!
Leia "iM@S2" Costume	None in particular	Ahaha! I'm perfect, right!
Leia "Stardra" Costume	None in particular	This is what it means to revel in youth.
Leia "Stardra" Costume	Easy win	Fighting made me hungry.
Leia "Stardra" Costume	Narrow win	My stomach is empty and my strength is...
Leia "Stardra" Costume	Delivered the finishing blow with a secret ultimate skill	

Dialogue Exchanges

No.001 Conditions: Part 1: Defeat the girl in the red dress at Lafort Research Institute

Mira (Ifrit)	Whoaaa!
Jude	Is that... Ifrit?
Milla	Yes. It is the great spirit that governs fire.
Jude	Wow — to summon one of the Four Great Spirits...

No.002 Conditions: Part 1: Battle in the Dart Passage

Alvin	Friendship, cooperation, victory! A very human tactic, isn't it?
Mira	Hm, I like it.
Jude	Yeah, it's reassuring not to be alone.
Alvin	You say such cute things, Jude.

No.003 Conditions: Chapter 1: Defeat the Water Demosh at the Kijiru Sea Waterfall

Alvin, the combined move is decided!	
Jude	I can't believe something like this is possible...
Milla	If mastered, it will become a powerful weapon.

No.004 Conditions: Part 1 Fight in the Samangan Tree Realm

Tibo	Great Victory!
Jude	Amazing, Elise!
Elise	My hands still won't stop shaking...

No.005 Conditions: Part 1 Defeat Jao (1) and others in Samangan Tree Real m 3

Alvin: Persistent men are disliked, you know. Right, Princess Elise?	
Elise	えっと
Tibo	What about a flirtatious guy?
Alvin: Shut up. Say something cheeky and I'll gut you.	

No.006 Conditions: Part 1: Defeat the nameless mutant in Varmia Gor ge 2

Mira	That was a troublesome one.
Tipo	But it was beautiful.
Rohen	It doesn't seem to be a monster born of nature.
Jude	Could it be that this is...?

No.007 Conditions: Part 1: Defeat Hammer's Arm (1) and (2) in the F ergana Mine

Leia	I-I did it...!
Jude	If it weren't for Mira's help, it would have been dangerous...
Milla	……っ

No.008 Conditions: Chapter 2: Defeat the Brutal on Lacorm Highway 2

Mira	Finally stopped moving, huh?
Tibo	That was surprising!
Roen	I never expected it to be this activated.

No.009 Conditions: Part 2 Defeat Black Box Warriors 1, 2, and 3 in Shan- Du

Mira	This is the end!
Rohen	Well done
Jude	Mira, standing before the Black Box (Jinn), is truly amazing...\
Mira	Of course. It is my mission, after all

Post-battle conversation data: Banter

No.010 Conditions: Part 2: Defeat Wingar in Kang Balk (1)\ 、 Preza Defeat (1)

Elise	Suddenly, the hair color changed.....
Tipo	The words have also become strange
Lowen	Mana exploded in growth. This is probably.....
Jude	Spirit Amplifier (Booster)

No.011 Conditions: Chapter 2 Defeat the Pterabronc in Kang Bulk 1

Tipo	We beat the monster that rules the skies—!
Leia	From now on, call me the Sky King!
Elise	Yes, Sky King!
Leia	It's really embarrassing if you actually call me that...

No.012 Conditions: Part 2: Defeat Agria (1) and the others on the Barn auf Road

Leia	.....
Mira	What's wrong, Leia?
Leia	Mira, I don't smell, do I?
Jude	It's fine, Leia wouldn't smell of anything
Leia	Wah, Jude didn't ask me—!

No.013 Conditions: Part 3 Battle in the Faizabird Marshes 2

Mira	Still... I can go on, right?
Jude	Of course... I will.

No.014 Conditions: Part 3: Defeat Wingar (2), Jao (2), and Preza (2) in Faizabird Marsh 3

Lowen	As expected, Gaius's Four-Element Blade (Fove)
Jude	That was close—thankfully everyone was together.
Elise	No matter how many there are, we won't lose!
Alvin	Alvin, right. If I'm there...
Tipo	If only Mila were here!

No.015 Conditions: Part 3: Defeat Aqua Dragon 1 and 2 in Kukuru Ice Cave 2 (Jude arc)

Tybo	Wah, that was scary!
Elise	I'm glad I couldn't be eaten
Alvin	That's great—really
Elise	Even though you tried to use Tipo as bait.....

No.016 Conditions: Part 3: Defeat the Fire Tigres in the Nor Blazing Cave 2 (Mira Chapter)

Leia	Ouch, I got a little burned...
Loen	My beard is all singed too.
Mira	Sorry. It's because I let my guard down...
Leia	Th-that's not true at all~

No.017 Conditions: Part 3: Defeat Jiland Celsius on the voyage ship Ziltra

Mira	Indeed, it was power on the level of a Great Spirit
Jude	This is the Source Spirit Box (Origin)
Alvin	With this, Giland's ambitions are over

No.018 Conditions: Part 4 Ha-Mir (2) (Jude Arc) 5 ↑ Defeat Muse (1)

Tibo	That was close, though~
Rowen	We somehow managed to stop it, didn't we?
Jude	Muse, something was off...

No.019 Conditions: Part 4: Defeat Ival (2) Wyverns in Ha-Mir 6 (Jude chapter)

Elise	We won!
Leia	Now, let's move forward!
Jude	.....
Leia	Jude?
Jude	It's nothing. Let's go.

No.020 Condition: Part 4: In Ni-Akeria Sacred Mountain, defeat Agria (2) Pr... Defeat Reza (3) (Jude chapter)

Alvin	····· I'm sorry
Leia	·····

No.021 Conditions: Part 4: Path of the World Spirit 3 (Jude chapter) / Part 4: Ni-Akeria Sacred Mountain (Spirit World) (Milla chapter) — defeat Maxwell.

Mira	I heard a voice calling my name. A voice calling "Mira"...
Jude	Ah, really...

No.022 Conditions: Part 4: Defeat Volt at the Helgorg Base.

Mira	All right, the discharge has stopped.
Jude	Everyone's safe, right?
Elise	W-well... somehow...
Lowen	On the contrary, I feel like my circulation has improved.

No.023 Conditions: Part 4: The Path of the World Spirit (2) Defeat Wingar (3) with 2

Lowen	I wish we had met under different circumstances...
Elise	Rowen...

No.024 Conditions: Part 4: The Path of the World Spirit (2) Defeat Gaius (2) with 5 (Jude Chapter)

Jude	I'll let you through!
Mira	Gaius!

No.025 Conditions: Part 4: The Path of World Spirit (3), Defeat Muse (3) (Mira Chapter)

Mira	I will let you through!
Jude	Muse!

No.026 Conditions: Part 4: On the Path of the World Spirit (2), defeat Gaius (3) Muse (4)

Leia	Did... you do it?
Lowen	Yes, definitely
Alvin: We won	
Leia	We did it!
Jude	Mira!
Millá	Ah, this is the end.

No.027 Conditions: Defeat the Golden Swordsman Shun (formerly G...orfu) at Magna Zero (p.369).

Leia	But he doesn't create clones?
Alvin	It seems so.
Jude	Phew, we somehow managed it.....
Millá	No, that's not it. We managed to do something with everyone's power.

No.028 Condition: 062 Win the Arena Advanced Party Battle

Leia	That was strong~
Rowen	As expected of Gaius's Quadruple Element Blade (Fove)
Mira	Yeah. But we are...
Jude	Yeah, strong.....
Elise	You're strong!
Jude	·····
Alvin Jude, you need to say it more forcefully	

No.029 Conditions: Jude and Mira link, using a resonance art to defeat the last remaining enemy

Mira	Those who stand in our way will be defeated!
Jude	I don't want to fight if I can avoid it... but there's no choice!

No.030 Condition: Chapter 3: To the Faizapan Marshlands / Jude and Mira Link with each other and defeat the last remaining enemy using a Resonance Skill

Jude	Milla, now!
Mira	Mm. That was pretty good, Jude.

No.031 Conditions: Part 1 Up to Fergana Mine 6 / Jude and Milla link, and Jude defeats the last remaining enemy

Mira	That's a bigger hand than I expected. No wonder it has that power.
Jude	That... it's about time to use the hand...

No.032 Conditions: Part 4 Trigraph 2 / Jude and Mila link and, with a resonant art technique, defeat the last remaining enemy

Jude	To the power that resonates (Links)!
Milla	There are no limits!

No.033 Conditions: Part 1: Mira Marine ~ Part 3: Until the Voyage Ship Zilnitra / Jude and Mira link, and one of them defeats the enemy left last

Mira	I will fulfill my mission. No matter what happens!
Jude	Mira's will comes through.....

No.034 Conditions: Part 1 Mira's Company~ Part 1 To Gandara Fortress [START]

Jude	Mira, are you hurt?
Mira	I'm fine. You worry too much about others.

No.035 Conditions: Part 3 To Faizabird Swamp / Number of Battles 200 or more / Jude and Mira are linked

Jude	You sure are well seasoned in battle
Milla	Not yet. I need to become stronger
Jude	Yeah. Me too...

No.036 Condition: Jude and Alvin link, and one of them defeats the last remaining enemy

Alvin	We're a great team, aren't we!
Jude	Y-yeah...
Alvin	Huh, I can feel a wall.

No.037 Conditions: Battle time under 15 seconds / Jude and Alvin link up, and one of them defeat link up, and one of them defeats the last remaining enemy

Alvin	Crap, I actually won.
Jude	You can win, you kn
Alvin	ow? I wanted to enjoy it m
Jude	ore—you're such a bully...

No.038 Conditions: Part 3: Up to the Feathbird Marsh / Battle count 300 or more / Jude and Alvin link, and one of them defeats the last remaining enemy

Alvin	Haven't you gotten considerably stronger?
Jude	I might be getting the hang of it.
Alvin	Too competent to be endearing
Jude	Huh?
Alvin: No, I meant you're reassuring.	

No.039 Conditions: Jude and Elise link, and one of them defeats the enemy left last

Tipo	Faa-yaa-ffaa! (Yay, hooray!)
Jude	Don't bite me please (Don't bite me~)
Elise	How friendly they are!

No.040 Conditions: The battle lasted less than 15 seconds / Jude and Elise linked, and one of them defeated the last remaining enemy

Elise	Too bad, it's already over.....
Tibo	I wanted to link more, but it ended
Jude	Haha, that's true

No.041 Conditions: Battle time 50 seconds or more / Jude and Elise are linked

Jude	Tell me if it gets too tough
Elise	I'm totally fine!
Tibbo	I'll go all out!
Jude	Well, I might lose...

No.042 Conditions: Jude and Rowen link, and one of them defeats the enemy that remains at the end

Lowen	Well done
Jude	Rowen indeed
Lowen	From now on, please continue to take care of me

No.043 Condition: Easy win / Jude and Rowen are linked

Roen	It went exactly as expected.
Jude	Rowen, so cool!
Roen	Ho ho ho, I hear that a lot.

No.044 Conditions: Jude and Roen link, and Jude defeats the last remaining enemy.

Lowen	Don't forget your current breathing.
Jude	Yeah! Inhale~ exhale~!
Lowen	Ju—Jude actually went for the joke!?
Jude	You don't have to be so surprised.....

No.045 Conditions: Jude and Leia link, and one of them defeats the last remaining enemy

Jude	The results of your training showed
Leia	Maybe it's about time you earned your full certification!

No.046 Condition: Jude and Leia are linked

Leia	It reminds me of our training days!
Jude	All I remember is being beaten to a pulp...

No.047 Conditions: Jude and Leia link, and one of them defeats the last remaining enemy

Leia	We're perfectly in sync!
Jude	It's the power of our link!
Leia	The power of childhood friends

No.048 Conditions: Milla and Alvin link, and one of them defeats the enemy that remains at the end

Mira	It worked, Alvin.
Alvin, good job, right?	
Mira	Of course. I'd be fired if I didn't.
Alvin, so scary (kowa).....	

No.049 Conditions: Part 1 Mira's Company B ~ up to Part 3 The Church in Zaira Forest 5

Mira	I have no openings!
Alvin	Is that so?
Mira	What do you mean by that?
Alvin: I was just saying it.	

No.050 Conditions: Part 2 To Rakorum Area Stop / After 80 or more battles, Mira and Alvin link, and Mira defeats the last remaining enemy

Mira	You've gotten used to handling the sword.
Alvin — you're like a sword yourself, after all.	
Mira	I'll take that as a compliment.

No.051 Condition: Mira and Elise link, and one of them finally defeats the remaining enemy

Elise	You did it, Mira!
Tipo	Yes, yay!
Mira	Hey hey, I can't move...

No.052 Conditions: Part 2 Liberry Rock Hollow 2 ~ / Easy Victory/Mira and Elise are linked and Mira defeats the last remaining enemy

Tipo	As I thought, Mira is excellent!
Elise	I admire her.
Mira	I will strive not to betray that expectation.

No.053 Condition: Elise healed Mira

Mira	Support—That saved me
Elise	Always leave it to me!
Tipo	Count on me!

No.054 Conditions: Mira and Lowen link, and whichever of them defeats the last remaining enemy

Mira	Ride the rhythm!
Rowen	Play the tune of victory!
Mira	Hmm, nice performance.

No.055 Condition: Rowen defeats the last remaining enemy using magic

Mira	That was a magnificent jutsu just now!
Lowen	I'm glad I could be of service to such a beautiful woman.
Mira	Hah, you're even more eloquent than your jutsu.

No.056 Condition: Easy Victory/Mira and Rowen are linked

Rowen	That was an easy win
Mira	Beat an opponent you could beat. That's all there is to it
Lowen	The essence of battle, indeed

No.057 Conditions: Part 3 Up to Kan Bu■ / Mira and Leia link and one of them defeats the last remaining enemy

Mira	Heh, piece of cake.
Leia	Huh, piece of cake... now!

No.058 Conditions: Part 3 Up to Kan Bulk ■ / Mira and Leia link and one of them defeats the last remaining enemy

Mira	I have no enemies!
Leia	I have no enemies either!
Mira	Ouch!? ...Is the enemy one of our own?

No.059 Conditions: Part 3 Kan-Baruku ■ onwards / Viewing No.57 and 58 / Mira and Leia link, and Leia defeats the last remaining enemy

Mira	To us!
Leia	No enemies! This time it's decided!

No.060 Condition: Mira and Leia are participating in battle

Mira	My sword will not break!
Leia	I'll do my best so my staff doesn't break either!
Mira	Heh heh, that's the spirit.

No.061 Condition: Mira and Leia are linked

Mira	Will it swing and get in the way?
Leia	It's not like it's that shaky... ……
Mira	...Are you talking about the headdress?

No.062 Conditions: Alvin and Elise link, and whichever of them defeats the last remaining enemy

Alvin: You did well, Princess	
Elise	Not that much... / How mod
Tipo	est—

No.063 Conditions: Alvin and Elise link, and whichever of them defeats the last remaining enemy

Alvin: You did well, Princess	
Elise	Please don't treat me like a child

No.064 Conditions: None

Alvin	My hair got messed up
Elise	Alvin's public morals are in disarray
Tibo	Yeah, right, yeah!
Alvin: Surprisingly, that kind of guy is popular	

No.065 Conditions: Alvin and Rowen link, and whichever one lands the final hit on the remaining enemy

Alvin: The target is!	
Lowen	I won't let them escape!
Alvin: Especially girls	

No.066 Conditions: None

Alvin What does "conductor" mean?	
Lowen	Leading everyone around on a trip...
Alvin Isn't that a tour conductor?	
Rowen ...is someone who strategically draws out that kind of retort.	
Alvin Roger. So you're the straight man.	

No.067 Conditions: Alvin and Leia link, and whichever of them defeats the last remaining enemy

Leia	Don't interfere!
Alvin: Like this?	
Leia	Great Victory!
Alvin: Really, you're full of energy, huh	

No.068 Conditions: Easy victory / Battle time under 22 seconds / Alvin and Leia are linked

Alvin: Shoot before you think!	
Leia	Hit before you think! This is the surefire way to win!

No.069 Conditions: Elise and Rowen link, and one of them defeats the last remaining enemy

Lowen	Haa~ I finished a task.
Tipo	Good work—
Elise	Gently massages

No.070 Condition: Elise and Loen are participating in the battle

Lowen	You did very well.
Tybo	Grandpa, you did too—
Elise	Both of you are wonderful!

No.071 Conditions: Part 3: To the Faizabird Marsh / Elise and Rey Elise and Rey link, and one of them defeats the last remaining enemy

Leia	Now, a triumphant roar!
Elise	.....
Leia	Hey, don't back away—
Tipo	Impossible—

No.072 Conditions: Part 3 Faizabādo Marshlands■Onward / Elise and Leia link, and whichever of them defeats the last remaining enemy

Leia	Perfect!
Elise	It's decided!
Tipo	There's nothing more I can teach you—
Leia	Why are you talking down to me!?

No.073 Conditions: None

Tipo	Good job, Leia!
Leia	What's that?
Elise	This is a greeting to Leia. Good job, Leia!
Leia	You're welcome, Thibault

No.074 Conditions: Rohen and Leia link up, and one of them defeats the last remaining enemy

Lowen	Now, it's the joy turn!
Leia	Waaah~
Lowen	I'll pass it to the big turn

No.075 Condition: Easy victory

Loen	That was a wonderful performance!
Leia	Mine was only percussion,
Loen	but it had a powerful rhythm.

No.076 Conditions: Part 1: Fergana Mine [START] ~ Part 1: Fergana Mine up to 5

Leia	...phew
Jude	Leia.....
Leia	It's nothing. Let's move on!

No.077 Conditions: Part 1 Fergana Mine [START] ~ up to Part 1 Fergana Mine 5

Leia	Haa... haa...
Jude	Leia, not any more.....
Leia	I'm fine, seriously! If I give up at something like this, then coming along together would have been pointless...

No.078 Conditions: Part 4: Ni-Akeria Sacred Mountain 2 ~ up to Part 4: Rusaru Highway 3 Jude and Alvin are linked

Jude	.....You did it.
Alvin	····· Well, that's about right.
Jude	·····

No.079 Conditions: Part 4: Mount Ni-Akeria Spirit 2 ~ Up to Part 4: Lusale Road 3

	Alvin, are you injured?
Elise	I don't want Alvin to worry about me
Alvin	····· Seems to be okay

No.080 Conditions: Part 4: Mount Ni-Akeria Spirit 2 ~ Up to Part 4: Lusale Road

Lowen	Are you hesitating in your movements?
Alvin: It can't be helped. Everything....	
Rowen	Causa and effect, you reap what you sow?
Alvin: As you say	

No.081 Conditions: Part 4 Ni-Aceria Cloud Mountain 2 ~ Part 4 Lusarl Highway up to 3 / Leia defeats the last remaining enemy

Alvin: Thanks, you saved me	
Leia	.....
Alvin: You really saved me, huh	

No.082 Condition: Easy victory

Mira	Too easy!
Jude	How naive!
Rowen	Too sweet and easy.

No.083 Condition: Easy victory

Mira	Too easy!
Jude	How naive!
Leia	So meek

No.084 Conditions: None

Lowen	The men's coordination is perfect, isn't it!
Jude	Named the "Three-Generation Link"?
Alvin: I'm not your parents' generation, you know!?	

No.085 Conditions: None

Elise	That felt pretty good just now!
Leia	Named the "Beautiful Girl Link"!
Tipo	Calling me a beautiful girl makes me blush~
Mira	Aren't you a boy?

No.086 Conditions: Part 3 Faizabird Marshlands and beyond

Jude	Our weapon is!
Elise	Friendship!
Leia	Effort !
Mira	Victory!
Rowen	Your youth is dazzling.

No.087 Conditions: Part 3: From the Faizabird Marsh onward / Looking at No.86

Jude	Our weapon is!
Elise	Friendship!
Leia	Effort !
Rowen	Cooking!
Jude	Cooking!?

No.088 Conditions: Part 3: Phizerbird Marshlands 1 Later / See No. 87 is here

Jude	Our weapon is!
Elise	Friendship!
Leia	Endeavor
Rowen	Cooking!
Mira	Indeed, cooking is important.

◆ Post-battle conversation data: Banter

No.089 Conditions: Part 3: Phizerbird Marshland 1 ~Part 4 Hamil Up to [START]

Mira	Our weapons are!
Jude	Will and!
Elise	Courage and!
Alvin	Believing in each other's hearts!
Tipo	Is that true~?

No.090 Conditions: Part 3 Faizabird Swamp ~ Part 4 Ha-Mil Up to 【START】

Mira	Our weapons are !
Jude	Willpower and!
Elise	Courage and!
Alvin	— a heart that believes in each other!
Mira	I wish it could be that way.

No.091 Condition: Elise defeats the last remaining enemy

Mira	喋って
Jude	Stretching...
Alvin	Inhale...
Mira	What is Thibault?
Tipo	Isn't it strange?

No.092 Condition: Battle time under 10 seconds

Leia	Instant kill complete!
Rowen	That was an efficient fight, wasn't it?
Mira	Yeah, let's keep this up for the next one!

No.093 Condition: Battle time under 10 seconds

Leia	Yes, it's over!
Elise	There's no bite to it
Tibbo	I didn't even have time to savor it
Jude	You sure are eager to eat.....

No.094 Conditions: None

Lowen	Sorry for cutting you down!
Alvin	Sorry for shooting suddenly!
Jude Roe	Sorry for attacking from behind.....
n	Is this a repentance大会!?

No.095 Condition: Mira defeats the last remaining enemy

Jude	Is Mira's not short?
Alvin	That's what makes it good, right?
Mira	It's easy to move in, too.
Jude	Then that's fine, but...

No.096 Condition: Alvin defeats the last remaining enemy with a gun

Alvin:	When it comes to me, I'm always on target!
Lowen	Actually, I have a problem with love.....
Alvin,	this isn't a fortune-telling!

No.097 Condition: Jude uses Focused Evasion three times or more

Elise	Jude's movements are so fast I can't see them!
Mira	He does seem to disappear at times. Even outside of combat.
Jude	Does that mean he's barely noticeable!?

No.098 Condition: Mira uses a skill three or more times and us es a s pell one or more times

Lowen	An artistic use of techniques, I see
Mira	I didn't do anything special, though?
Lowen	That statement of yours is already special

No.099 Condition: Alvin uses Charge two or more times

Mira	Power, as expected, is impressive
Alvin is good at breaking things	
Tipo	Relationships and the like—nah
Alvin, harsh words.....	

No.100 Condition: Elise uses Switching Tipo two or more times

Leia	Elise and Thibaut make the best duo!
Tipo	That's not true.....
Elise	How embarrassing—!
Leia	They're so close they swapped places!?

No.101 Condition: Rowen uses Postoperative Tuning two or more times

Leia	If I could use magic as much as Lowen...
Lowen	You could do it with a little practice.
Mira	A little?
Lowen	Yes, in just twenty or thirty years or so.

No.102 Condition: Leia uses Active Staff Technique at least twice

Tipo	Leia's really stretchy, huh—
Leia	But Thibo stretches too, doesn't he?
Tipo	I'm a bundle of potential, you know—
Leia	Are you made of something that amazing!?

No.103 Condition: In the Nohl Scorch Cavern

Mira	It's hot.....
Reia	It's so hot I feel like I'll die.....
Rowen	Ah, I can see a cool-looking river....
Reia	Don't go across it!

No.104 Condition: Located in Kukuru Ice Cave

Alvin: It's too cold.....	
Elise	I want miso-simmered udon. ····
Jude	I want freshly grilled takoyaki·····
Alvin	I'll have freshly grilled Thibaut-yaki.
Tipo	Don't say scary things!

No.105 Conditions: None

Alvin, let's go — victory pose!	
Elise	Yes!
Mira	Like this?
Lowen	Stoic.....
Leia	Decide!
Jude	Haaah!

No.106 Conditions: Everyone has participated in the battle / Has viewed No.105

Alvin: Here we go, victory pose!	
Elise	Yes!
Mira	Like this?
Lowen	Coolly.....
Leia	Decide!
Jude	Haaah!
Alvin	Jude seems to be the most fired up.

No. 107 Conditions: None

Jude	Hit!
Mira	Slash!
Alvin, shoot!	
Lowen	Stab!
Leia	Thrust!
Elise	In the end, Tipo will eat it.
Tipo	Thanks for the meal!

No. 108 Conditions: None

Jude	The trump card for vict
Mira	ory is... willpower!
Alvin	Ka!
Elise	Friends!
Rowen	Strategy!
Leia	Do your best!
Jude	Everyone's scattered.....
Mira	Heh, how like us.

No. 109 Condition: Incapacitated 3 times or more

Jude	It was desperate.....
Leia	Memories keep replaying.....
Lowen	Me too. It was a very long epic...

No. 110 Conditions: No incapacitation / Battle duration 60 seconds or more / Narrow victory

Jude	That was close just now...
Elise	I'm sorry. My healing was delayed...
Tipo	Don't be angry—
Mira	Everyone's alive. Don't worry about it.

No.111 Condition: Battle time 120 seconds or more

Leia	I'm so tired—
Elise	Completely exhausted
Tipo	Alvin, give me a shoulder massage—
Alvin, where are your shoulders!?	

No. 112 Condition: Battle time 120 seconds or more

Leia	I'm so tired —
Elise	I'm exhausted.
Tipo	Alvin, massage my waist—
Alvin, why me!?	

No. 113 Condition: Average level 50+ / Easy Victory

Mira	In front of us!
Elise	No enemies!
Rowen	Invincibility is wonderful, isn't it?

No. 114 Condition: Average level 60 or above / Easy victory

Jude	In front of us!
Leia	No enemies!
Alvin: Well, that's because we defeated it.	

Titles & Trophy Data

Title and Trophy Data

Listed below in the order of the title list are the conditions for obtaining all titles and the GRADE awarded. Some titles also grant trophies when obtained, so aim to acquire them actively.

How to read the data

1 Name	2 Acquisition Conditions	3 GRADE Awarded
Exilia Master※	Platinum: Obtained all trophies	–
Monster Liker	Number of registered monster records reached 50 or more	10
Monster Searcher	Number of registered monster records reached 100 or more	20

1 Name
The title's name. For titles that grant a trophy of the same name upon acquisition, its type is listed. Blue text indicates obtainable only in Jude's chapter, and purple text indicates obtainable only in Milla's chapter.

2 Acquisition Conditions
Conditions for obtaining the title.

3 Acquisition Grade
The grade obtained when the title is earned. This grade is used at the Grade Shop (p.322).

· Titles · Trophy List

Name	Acquisition Conditions	Acquisition Grade
Exilia Master 1 ※ (Platinum)	Earned all trophies	–
Monster Liker	The number of registered monster records has reached 50 or more	10
Monster Searcher	The number of registered monster records has reached 100 or more	20
Monster Bachelor	The number of registered monster records has reached 150 or more	30
Monster Master	The number of registered monster records has reached 200 or more	50
Monster Doctor (Bronze)	Number of registered monster records reached 275 or more	100
Itemer	Number of registered item records reached 100 or more	10
Item Enthusiast	Number of registered item records reached 200 or more	20
Item Collector	Number of registered item records reached 300 or more	30
Item Maniac	Number of registered item records reached 500 or more	50
Item Crazy (Bronze)	Number of registered item records reached 700 or more	100
Novice Sub-Adventurer	Number of cleared sub-events reached 10 or more	20
More Novice Sub-Adventurer	Number of cleared sub-events reached 30 or more	40
Quite the Sub-Adventurer	Number of cleared sub-events reached 50 or more	60
Looking Back, Sub-Adventurer	Number of cleared sub-events reached 70 or more	80
Sub-Adventurer Above All (Silver)	Number of cleared sub-events reached 90 or more	300
Whisper	Maximum long chat playback types reached 20 or more	20
Talker	Maximum long chat playback types reached 70 or more	30
Skitter	Maximum long chat playback types reached 120 or more	40
Loudener	Maximum long chat playback types reached 170 or more	60
Radio (Bronze)	maximum long chat playback types reached 220 or more	300
Treasure Chest Lover	Obtained items from chests, shelves, etc. 50 times or more ※2	10
I really love treasure chests	Obtained items from chests, shelves, etc. 100 times or more ※2	20
Too fond of chests	Obtained items from chests, shelves, etc. 150 times or more ※2	30
Chest Syndrome	Obtained items from chests, shelves, etc. 200 times or more ※2	50

※1: Trophy only. No title exists.
※2: If you discard an obtained item, it is still counted. However, if you return an obtained item to a chest, shelf, etc., it will not be counted.

Name	Unlock Conditions	Acquisition Grade
Can't help but open them (Bronze)	Obtained items from chests, shelves, etc. 300 times or more 2 ❄	100
Treasure Man	The total number of explored points and examined exploration sacks is 100 or more	10
Mega Treasure Man	The total number of investigated exploration points and exploration pouches has reached 200 or more	20
Giga Treasure Man	The total number of investigated exploration points and exploration pouches has reached 400 or more	30
Tera Treasure Man	The total number of investigated exploration points and exploration pouches has reached 600 or more	50
Peta Treasure Man Bronze	The total number of investigated exploration points and exploration pouches has reached 800 or more	100
Apprentice Pirate	The number of Ifried's treasures discovered has reached 10 or more	10
Competent Pirate	The number of Ifried's treasures discovered has reached 20 or more	20
Pirate Captain	The number of Ifried's treasures discovered has reached 30 or more	30
Idolized Pirate	The number of Ifried's treasures discovered has reached 40 or more	50
Pirate King Bronze	The number of Ifried's treasures discovered has reached 50 or more	100
Pitch-black wisps of hair	The cumulative number of Jet-Black Feathers handed to the trader has reached 100 or more	10
Jet-Black Down	The cumulative number of Jet-Black Feathers handed to the trader has reached 200 or more	20
Jet-black Feather	The cumulative number of Jet-Black Feathers handed to the trader has reached 300 or more	30
Jet-Black One Wing Bronze	The cumulative number of Jet-Black Feathers handed to the trader has reached 459 or more	50
Jet-Black Wings	The cumulative number of Jet-Black Feathers handed to the trader has reached 1000 or more	300
Favored Customer of the Item Shop	The shop level of the general store has reached 20 or more	10
Familiar Face at the Item Shop	The shop level of the general store has reached 40 or more	20
Regular at the Item Shop	The shop level of the general store has reached 60 or more	30
Preferred Customer of the Item Shop	The shop level of the general store has reached 80 or more	40
Item Shop VIP Bronze	The shop level of the general store has reached 100	50
Valued Customer of the Weapon Shop	The shop level of the weapon shop has reached 20 or more	10
Familiar Face at the Weapon Shop	The shop level of the weapon shop has reached 40 or more	20
Regular at the Weapon Shop	The shop level of the weapon shop has reached 60 or more	30
Preferred Customer of the Weapon Shop	The shop level of the weapon shop has reached 80 or more	40
Weapon Shop VIP Bronze	The shop level of the weapon shop has reached 100	50
Valued Customer of the Armor Shop	The shop level of the armor shop has reached 20 or more	10
Familiar Face at the Armor Shop	The shop level of the armor shop has reached 40 or more	20
Regular at the armor shop	The shop level of the armor shop has reached 60 or more	30
Frequent customer of the armor shop	The shop level of the armor shop has reached 80 or more	40
Armor Shop VIP Bronze	The shop level of the armor shop has reached 100	50
Valued customer of the accessory shop	The shop level of the accessory shop has reached 20 or more	10
Familiar face at the accessory shop	The shop level of the accessory shop has reached 40 or more	20
Regular at the accessory shop	The accessory shop reached shop level 60 or higher	30
Frequent customer of the accessory shop	The accessory shop reached shop level 80 or higher	40
Accessory Shop VIP Bronze	The accessory shop reached shop level 100	50
Top Customer of the Restaurant	The restaurant reached shop level 20 or higher	10
Familiar Face at the Restaurant	The restaurant reached shop level 40 or higher	20
Regular Customer of the Restaurant	The restaurant reached shop level 60 or higher	30
Preferred Customer of the Restaurant	The restaurant reached shop level 80 or higher	40
Restaurant VIP Bronze	The restaurant reached shop level 100	50
Monster Subjugation Trainee	Total encounter count reached 100 or more	10
Monster Subjugation Member	Total encounter count reached 200 or more	20
Monster Subjugation Captain	Total encounter count reached 400 or more	30
Monster Subjugation Knight (Bronze)	Total encounter count reached 800 or more	40
Monster-Slaying Hero	Total encounter count reached 1600 or more	50
Rare Monster Encounterer	Defeated rare symbols and strong symbols in battle 10 or more times	10
Rare Monster Slayer	Defeated rare symbols and strong symbols in battle 25 or more times	20
Rare Monster Specialist	Defeated rare symbols and strong symbols in battle 50 or more times	30
Rare Monster Professor Bronze	Defeated rare symbols and strong symbols in battle 75 or more times	40
Rare Monster Conqueror	Defeated rare symbols and strong symbols in battle 150 or more times	50

Name	Acquisition Conditions	Acquisition Grade
Quarter Comboist	Maximum consecutive hits reached 25 or more	10
Half Comboist	Maximum consecutive hits reached 50 or more	20
Great Comboist (Bronze)	Maximum consecutive hits reached 100 or more	30
Combo Artist	Maximum consecutive hits reached 150 or more	40
Combo Emperor	Maximum consecutive hits reached 200 or more	50
Likes Harassment	Number of times attacked using an enemy's weak attribute reached 50 or more ※1	10
Malicious Attack	Number of times attacked using an enemy's weak attribute reached 150 or more ※1	20
No Holds Barred	Number of times attacked using an enemy's weak attribute reached 450 or more ※1	30
Brutal One (Bronze)	Number of times attacked using an enemy's weak attribute reached 1,350 or more ※1	40
One Enchanted by Darkness	Number of times attacked using an enemy's weak attribute reached 4,050 or more ※1	50
Resonance Technician	Number of times Resonance Arts were used reached 50 or more	10
Resonance Technician — Assistant Master	Number of times Resonance Arts were used reached 150 or more	20
Resonance Technician — Master	Number of times Resonance Arts were used reached 450 or more	30
Resonance Technique General Representative (Bronze)	Number of times Resonance Arts were used reached 1,350 or more	40
Resonance Technique Family Head	Number of times Resonance Arts were used reached 4,050 or more	50
Chain Action	Number of times Resonance Art Chains were activated reached 150 or more	10
Chain Wanderer (Bronze)	Number of times Resonance Art Chains were activated reached 450 or more	20
Chain Infinite	Number of times Resonance Art Chains were activated reached 1,350 or more	30
Good at Requests	Number of times items were used by Auto Item reached 50 or more	10
Wonderful Delegator	Number of times items were used by Auto Item reached 100 or more	20
Mind Controller	Number of times items were used by Auto Item reached 200 or more	30
Mentalist (Bronze)	Number of times items were used by Auto Item reached 400 or more	40
Armchair Detective	Number of times items were used by Auto Item reached 800 or more	50
Chef	Number of times food effects were triggered reached 100 or more	10
Nander Chef	Number of times food effects were triggered reached 200 or more	20
Hendershef	Number of times food effects were triggered reached 400 or more	30
Sungee Chef (Bronze)	Number of times food effects were triggered reached 800 or more	40
Wonder Chef	Number of times food effects were triggered reached 1,600 or more	50
Focused Evasion Player	Number of times Focused Evasion was used while controlling Jude reached 50 or more	10
Focused Evasion Master (Bronze)	Use Focus Evasion 150 or more times while controlling Jude	30
Focused Evasion Finalist	Use Focus Evasion 450 or more times while controlling Jude	90
Spirit Arts Player	Use Mystic Art 50 or more times while controlling Milla	10
Spirit Arts Master (Bronze)	Use Mystic Art 150 or more times while controlling Milla	30
Elemental Art Finalist	Use Mystic Art 450 or more times while controlling Milla	90
Charge Player	Use Charge 50 or more times while controlling Alvin	10
Charge Master (Bronze)	Use Charge 150 or more times while controlling Alvin	30
Charge Finalist	Use Charge 450 or more times while controlling Alvin	90
Tipo Player	Use Switching Tipo 50 or more times while controlling Elise	10
Tipo Master (Bronze)	Use Switching Tibo 150 or more times while controlling Elise	30
Tibo Finalist	Use Switching Tibo 450 or more times while controlling Elise	90
Tuning Player	Use Post-Art Tuning 50 or more times while controlling Rowen	10
Tuning Master (Bronze)	Use Post-Art Tuning 150 or more times while controlling Rowen	30
Tuning Finalist	Use Post-Art Tuning 450 or more times while controlling Rowen	90
Active Extend Staff Art Player	Use Active Extend Staff Art 50 or more times while controlling Leia	10
Active Extend Staff Art Master (Bronze)	Use Active Extend Staff Art 150 or more times while controlling Leia	30
Active Extend Staff Art Finalist	While controlling Leia, the number of times the Martial Baton technique was used reached 450 or more	90
Restore User	The number of times Jude's Restore was used reached 50 or more	10
Restore Adept (Bronze)	The number of times Jude's Restore was used reached 150 or more	30
Restore Master	The number of times Jude's Restore was used reached 450 or more	90
Binding Specialist	The number of times Mira's Bind was used reached 50 or more	10

※1: Only attacks by the controllable character are counted. Even if you attack with a multi-hit skill or technique, it is counted as one use.

Name		Acquisition Conditions	Acquisition Grade
Bind Adept	Bronze	The number of times Mira's Bind was used reached 150 or more	30
Bind Queen		Mira's Bind has been used 450 times or more	90
Breaker		Alvin's Breaker has been used 50 times or more	10
Player Household One	Bronze	Alvin's Breaker has been used 150 times or more	30
Destroyer		Alvin's Breaker has been used 450 times or more	90
Sucker		Elise's Thibodrain has been used 50 times or more	10
Sucker Mage	Bronze	Elise's Thibodrain has been used 150 times or more	30
Sucker Master		Elise's Thibodrain has been used 450 times or more	90
Guardian Spirit Magician		Rowen's Auto Magic Guard has been used 50 times or more	10
Ironwall Spirit Magician	Bronze	Rowen's Auto Magic Guard has been used 150 times or more	30
Nullifying Spirit Magician		Rowen's Auto Magic Guard has been used 450 times or more	90
Ordinary Plunderer		Leia's Item Steal has been used 50 times or more	10
Amazing Plunderer	Bronze	Leia's Item Steal has been used 150 times or more	30
Most Wicked Pickpocket		Leia's Item Steal has been used 450 times or more	90
White Belt Martial Artist		Jude's techniques and skills acquired have reached 10 or more※2	10
Green Belt Martial Artist		Jude's techniques and skills acquired have reached 30 or more※2	20
Purple Belt Martial Artist		Jude's techniques and skills acquired have reached 50 or more※2	30
Brown Belt Martial Artist		Jude's techniques and skills acquired have reached 70 or more※2	50
Black Belt Martial Artist	Silver	Jude's techniques and skills acquired have reached 96 or more※2	200
Minor Spirit Class		Mira's techniques and skills acquired have reached 10 or more2	10
Lower Spirit Class		Mira's techniques and skills acquired have reached 30 or more2	20
Upper Spirit Class		Mira's techniques and skills acquired have reached 50 or more2	30
Great Spirit Class		Mira's techniques: number of acquired skills reached 70 or more 2	50
Master of Spirits	Silver	Mira's techniques: number of acquired skills reached 96 or more 2	200
Novice Mercenary		Alvin's techniques: number of acquired skills reached 10 or more 2	10
Regular Mercenary		Alvin's techniques: number of acquired skills reached 30 or more 2	20
Veteran Mercenary		Alvin's techniques: number of acquired skills reached 50 or more 2	30
Veteran Mercenary		Alvin's techniques: number of acquired skills reached 70 or more ※2	50
Strongest Mercenary	Silver	Alvin's techniques: number of acquired skills reached 96 or more 2	200
Elementary Spirit Mage		Elise's techniques: number of acquired skills reached 10 or more ※2	10
Middle School Spirit Mage		Elise's techniques: number of acquired skills reached 30 or more 2	20
High Spirit Mage		Elise's techniques: number of acquired skills reached 50 or more 2	30
University Spirit Mage		Elise's techniques: number of acquired skills reached 70 or more 2	50
Pro Spirit Mage	Silver	Elise's techniques: number of acquired skills reached 96 or more 2	200
Sharp-witted		Rowen's techniques: number of acquired skills reached 20 or more 2	10
Tactician		Rowen's techniques: number of acquired skills reached 30 or more 2	20
Tactical Expert		Rowen's techniques: number of acquired skills reached 50 or more 2	30
Noted Military Advisor		Rowen's techniques: number of acquired skills reached 70 or more 2	50
Genius Military Advisor	Silver	Rowen's techniques: number of acquired skills reached 96 or more ※2	200
Style Lineage		Leia's techniques: number of acquired skills reached 20 or more 2	10
Style Succession Candidate		Leia's techniques: number of acquired skills reached 30 or more ※2	20
Style Master		Leia's techniques: number of acquired skills reached 50 or more 2	30
Style Successor		Leia's techniques: number of acquired skills reached 70 or more ※2	50
Style Inheritor	Silver	Leia's techniques: number of acquired skills reached 96 or more ※2	200
Jude Mira♥		Jude and Mira's link time reached 30 minutes or more	10
Jude Alvin♥		Jude and Alvin's link time reached 30 minutes or more	10
Jude Elise♥		Jude and Elise's link time reached 30 minutes or more	10
Jude Rowen♥		Jude and Rowen's link time reached 30 minutes or more	10
Jude Leia♥		Jude and Leia's link time reached 30 minutes or more	10
Mira♥Alvin		The link time between Mira and Alvin has reached 30 minutes or more.	10

※2: Items obtained from the Scroll of Ultimate Arts and the Scroll of Abilities are not included in the count.

Title Trophy List Continued

Name	Acquisition Conditions	Acquisition Grade
Mira ♥ Elise	The link time between Mira and Elise has reached 30 minutes or more.	10
Mira Loen	The link time between Mira and Loen has reached 30 minutes or more.	10
Mira ♥ Leia	The link time between Mira and Leia has reached 30 minutes or more.	10
Alvin Elise ♥	Link time between Alvin and Elise reached 30 minutes or more	10
Alvin Loen ♥	Link time between Alvin and Rowen reached 30 minutes or more	10
Alvin Leia ♥	Link time between Alvin and Leia reached 30 minutes or more	10
Elise Loen ♥	Link time between Elise and Rowen reached 30 minutes or more	10
Elise Leia ♥	Link time between Elise and Leia reached 30 minutes or more	10
Rowen Leia ♥	Link time between Rowen and Leia reached 30 minutes or more	10
Those who know Riese Maxia — Silver	Chapter 1: Defeated Hammer Swarm in the Felghana Mine	50
Those who travel to Riese Maxia — Silver	Chapter 2: Go to Jan at the Olda Palace	50
Those who have touched the secrets of Riese Maxia — Silver	Chapter 3: On the voyage ship Zilnitra, defeated Jiland and Celsius	50
Those who challenge with unwavering conviction — Gold	Cleared the game choosing the protagonist "Jude"	500
Those who uphold unwavering conviction — Gold	Cleared the game choosing the protagonist "Milla"	500
Intruder of the laboratory	Chapter 1: Defeated the girl in the red dress at Lafort Research Institute	10
Apex of the food chain	Chapter 1: Defeated Greater Demosh at Kijil Sea Falls	10
Fleeing combatant	Chapter 1: Defeated Jao (1) and others in Samangan Arboreal Realm 3	10
One who thwarts the king's plan	Chapter 1: Defeated a nameless mutant in Varmia Gorge 2	10
The strongest miner	Chapter 1: Defeated Hammer Swarm in the Felghana Mine	10
One who travels the highways	Chapter 2: Defeated Brutal on Lacolm Highway 2	10
One Who Defies the King	Chapter 2: Defeated Wingal (1) and Rleza (1) at Kang Balk	10
Ruler of the Great Sky	Part 2 Defeated Pterabronk at Kan Bulk 12	10
Reliver	Part 2 Defeated Agria (1) and others at Barnaul Road B	10
Overthrower	Part 2 Defeated Nightigal at Olda Palace	10
Rival of the Four-Element Blade	Part 3 Defeated Wingal (2), Jao (2), and Presa (2) at Faizabard Marshlands 3	10
Master of the Frozen Cavern	Part 3 Defeated Aqua Dragon 1 and 2 at Kukuru Frozen Cavern 2	10
Master of the Scorching Cavern	Part 3: Defeated the Fire Tigul and others in Nohl Scorch Cave 2	10
Alcnoa Slayer	Chapter 3: On the voyage ship Zilnitra, defeated Jiland and Celsius	10
Spear Sentinel	Part 4: Defeated Muse (1) at Ha·Mir (2) 5	10
Miko Vanquisher	Part 4: Defeated Ival (2) at Ha·Mir (2) 6	10
Four-Symbol Blade Conqueror	Part 4: Defeated Agria (2) and Preza (3) at Ni·Akeria Sacred Mountain 2	10
Guardian of the Four Elements	Part 4: Defeated Muse (2) on Ni·Akeria Approach (Spirit Realm) ~ Mira Shrine (Spirit Realm 2)	10
Godslayer	Part 4: Defeated Maxwell on Path of the World Spirit 3 (Jude chapter) Part 4: Defeated Maxwell at Ni·Akeria Sacred Mountain (Spirit World) (Mira Chapter)	10
Berserk Stopper	Part 4: Defeated Volt at Helioborg Base 5	10
Defeated the final Rondau Chieftain	Part 4: The Path of World Essence (2) Defeated Wingal (3) at 2	10
Vanquisher of the Overlord	Part 4: The Path of World Essence (2) Defeated Gaius (2) at 5	10
Repeller of the Great Spirit	Part 4: The Path of World Spirits (2) Defeated Musée(3) at 5	10
Seizer of the Future	Part 4: The Path of the World Spirit — Defeated Gaius at (2) 6 and Musette at (3) (4)	30
Vanquisher of Evil	Defeated Vewind Eye	50
Destroyer of Wickedness	Defeated Gladdy Claw	50
Fortress Conqueror	Defeated Gandhara Fortress Defense Golem 1 and 2	50
The One Who Disperses the Darkness	Defeated the sealed one's retinue: Crimson and Azure	100
The strongest on the surface — Gold	Defeated the Golden Demon Swordsman	200
Demonic Claw Pugilist	Defeated the Armored Beast Forzaam	50
Demonic Swordmaster	Defeated the Armored Beast Dransword	50
Demon Swordsman	Defeated the Armored Beast Schweiss	50
Demonic Staff Mage	Defeated the Armored Beast Gattrega	50
Demon Performer	Defeated the Armored Beast Melanblon	50
Demonic Rod Fighter	Defeated the Armored Beast Robald	50

6

Extras

Note | 1 This chapter contains sections that explain late-story events and the ending. If you wish to avoid spoilers, please read this after clearing the game.

How the World Works

Spirits and Mana

Mana —~~it~~ is the fundamental energy of the world. Beings formed from this mana and that feed on mana a re called spirits. Mana is emitted from an organ present in the brains of living creatures, including humans, called the Spirit Field (Gate). Spirits obtain mana from living beings and recycle it throughout nature. If the spirits were to vanish, new nature would cease to be born, the food chains of living beings would be broken, and eventually th

Great Spirits and Lesser Spirits

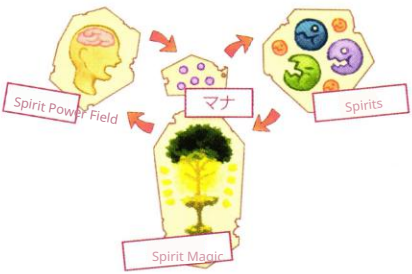
Spirits with great power are called Great Spirits, while those not so powerful are called Lesser Spirits. Among the Great Spirits, thos e that govern the four great elements—Fire, Water, Wind, and Eart h—are collectively called the "Four Great Spirits." The master who r ules all spirits, including these four Great Spirits, is Maxwell, said to be the ancient spirit that governs the elements. When any spirit loses its mana, it dies and becomes a "spirit fossil" stone. However , when a Great Spirit dies, another Great Spirit is soon born, so the "position" of Great Spirit never disappears.

They can sometimes ma terialize. With a catalyst cor responding to the attribute, spirits—though normally

Contracts with Spirits

Humans and animals emit mana from their own spirit fields and give it to spirits to receive benefits in return. This is called "spiritcraft," and its effects vary from creating fire to lifting heavy objects. All living things in Riese Maxia can use spiritcraft, but humans in particular have made spiritcraft the foundation of their daily life and used it to develop civilization.

◆Mechanism of Spiritcraft



To activate spirit magic, the chanting of a spe is required. That chant serves as a substitute contract with the spirits.

The Black Box (Jin) That Changed the World

Black Box

At one time, humanity created a device called the Black Box. This device does not emit mana from the spiritual field; instead, it activates spirit magic by stealing the mana that constitutes spirits. Until then, using powerful spirit magic required having an innately well-developed spiritual field. However, with the Black Box, one could use powerful spirit magic without relying on innate traits. At first glance it seemed like a dream device, but using it required paying a great price: the deaths of spirits.

The Barrier Shell (Shell) That Separated the Worlds

With the invention and spread of the Black Box, spirits began disappearing from the world in large numbers. Fearing the world's destruction, Maxwell repeatedly warned humanity, but his warnings went unheeded. Frustrated, Maxwell took people with highly developed spiritual fields and created a world called "Liese-Maxia," which has no Black Boxes. The original world, "Elenpios," and Liese-Maxia were separated by a spell called the Barrier Shell, making travel between them impossible.

Muse
Maxwell
Mira

Maxwell's idea was to wait until Erenpios perished and the black box disappeared, and then restore the world. Two thousand years passed with the world split in two, and the spirits in Erenpios continued to decline. As Erenpios neared extinction and its people began trying to break the Barrier Shell to obtain mana from Liese Maxia, Maxwell created Myuze to protect the Barrier Shell. Furthermore, to preserve his own life he brought Mira into being, and he continues to wait for the downfall of Erenpios.

Topics

Another World

Separate from the human-inhabited worlds like Liese Maxia and Erenpios, there also exists a spirit world in which spirits dwell. Spirits live by drawing mana emitted from the human world, but they cannot travel to the human world. Likewise, humans cannot go to the spirit world. However, Maxwell and the Four Great Spirits can travel between the two via a space called Urskarala (Seisei no To).

By the way, humans are said to be reborn as spirits, and spirits are said to be reborn as humans. When either dies, after soul purification their memories and personalities are renewed, and they are reincarnated into

the spirit world's structur
is such that for spirits shortly after reincarnation
It can also be formed by

Purifies souls and governs the cycle of reincarna
It is a split of Maxwell.
The split has no personality or anything of the s

Liese Maxia

~ Maxwell's Utopia ~

The world Maxwell created 2,000 years ago, Riese Maxia. There, humans and spirits exchange mana thro ugh Spirit Power Fields (Gates), and there are no Black Boxes (Jinn) that threaten the lives of spirits. Curre ntly, two nations, La Shugar and Azure, have risen to prominence, and there are several factions that belo ng to neither. Conflicts are constant, but it is still a prosperous world far from the brink of destruction.

Balance of Spirit Power

In Riese Maxia, where many spirits dwell, the climat e and terrain are greatly influenced by the magnitude of spirit power working in a given place. This balance o f spirit power is called "Reisei" (spiritual influence), and various Reisei exist throughout Riese Maxia.

Reisei fluctuates slightly with the seasons and can also change when spirit arts are used extensively. If this becomes too unbalanced it can cause adverse effects such as making the land difficult for people to live in.

There are unknown aspects regarding spirits. There are many, and many researchers are studying. Research continues.

◆Regions with special spirit influences (partial)

Il Fan

It is in a spirit influence called the “Night D omain.” As the name implies, the environ ment is night for most of the day, and the town is constantly li

Vermia Gorge

Spirits such as year-round winds or dryness converge here, with multiple spirit influe nces colliding. The terrain is unusual, and many people get lost.

Lakorumu Seaside Stop

It lies in a spirit influence where dusk persist s. Perhaps because of that, many people tak e lodgings immediately upon arrival, and the inns at Rakolm Harb

Riese-Maksia Calendar

The Riese-Maksia calendar is called the “Seirei” (spirit age); sea sons are called “Daifeste” (major seasons), months are called “Fe ste,” and weeks are called “Jun” (decades). A year is divided into f our Daifeste, each Daifeste contains three Feste, each Feste cont ains four Jun, and each Jun lasts seven days. Each Daifeste and Ju n is governed by specific spirits, and during those periods the affi nities of those spirits affect nature and the effects of spirit arts. F or example, during the period from August 8 to 14—the Fire-Spir it Peak Feste and Fire Jun (Flamme Rouge)— the influence of Ifrit becomes strongest in the year.

◆Section Name

Section	Name	Major Festival	Dominant Spirit
January	Wind Spirit Minor Season (Vent)	Wind Field (Rashilf)	Sylph
February	Wind Spirit Peak Season (Orage)		
March	Wind Spirit Final Season (Calme)		
April	Water Spirit Minor Season (Pluie)	Water Place (Undis)	Undine
May	Water Spirit Peak Season (Rivière)		
June	Water Spirit Final Season (Mer)		
July	Fire Spirit Minor Festival (Fu	Fire Site (Ifrit)	Ifrit
August	Fire Spirit Grand Festival (Flam		
September	Fire Spirit Final Segment (Sandra)		
October	Earth Spirit Minor Segment (Pran)	Earth Field (Ranōmu)	Gnome
November	Chirei Seisetsu (Albu)		
December	Chirei Shūssetsu (Fore)		

◆ Name of the Season

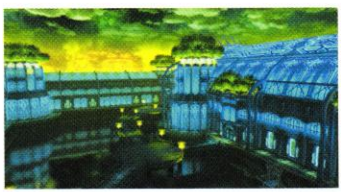
Ten-day period	Name	Ruling Spirit
1–7 Days	Water Decan (Vel)	Undine
8–14 Days	Fire Decan (Rugi)	Ifrit
15–21	Earth Decan (Jonu)	Gnome
22–28 days	Fūjun (Brau)	Sylph

La Shugaru

A historically rich country that values tradition

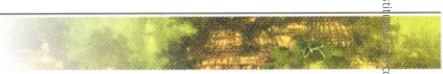
Rashugal is a country located in the southern part of Liese Maxia , blessed with a warm climate and fertile land. It is a nation with a l ong history that tends to value traditions and bloodlines. Noble con sciousness of privilege is strong; among them, the houses Fan, Sha r, Ilbert, Travis, Zmei, and Banya—collectively called the Six Houses —are especially high in status as they take the leading role in parliamentary politics.

Since Nahtigal ascended the throne, his dictatorship has become conspicuous and the parliament has b ecome a mere formality. Opposing this was the strate gist Lowen J. Ilbert, who left the military after their co nflict. The man who now supports the king in his plac e is named Jiland.



Many have also been co nstructed. There are also e ducational institutions and research institutes in the country where spirit magic has developed.

Gleaming Night Capital — Il Fan



Il Fan, the royal capital of Rashugal, lies under the spiritual influ ence known as the Night Domain. In addition to the king's castle, t he Olda Palace, the city hosts an institute for spirit magic research and a large hospital attached to a medical school, where many students and researchers live.

Cutting-edge spirit magic is being practiced everywhere, as if to demonstrate the advance

It is also characteristic that a large part of the city—buildin gs and streetlamps alike—is constructed using plants.

◆ Main Urban Functions of Il Fan

Streetlight Trees

The trees that are artificially illuminated using spirit magic and used as street la mps are called "streetlamp trees." Stree tlamp trees produce glowing petal-like t hings called "flowers of light," so flower s of light flutter everywhere in Il-Phan.

Water and sewage

In Il-Phan, a plant called the "giant water-lotus," which extends tubular underground stems, is manipulated with spirit magic to circulate wate r and used as the water and sewage system. Sewage is filtered by the water-lotus's purification function and returned to the roots of house-t rees (kaju) and streetlamp trees. By the way, a house-tree refers to a d welling formed by combining and growing vegetation with spirit magic; in Il-Phan these are commo

Faizabird Marshlands

A vast swamp spreading north of La Shugar. It was originally a wilderness where thousands of quicksands ran, but 20 years ago a great tsunami arrived, changing the spiritual energy and turning i t into a swamp. Because the swamp intruded into paths where qui cksand once flowed, river-like swamps called flowing swamps exis t in many places. Being swallowed by these flowing swamps is extr emely dangerous, making passage difficult. It has now become a s trategic point for preventing invasions from other countries

When the power of the gn omes works strongly and the period of geon The flow of the swamp weakens.

Karahah Sharl, the town of meetings and farewells

A commercial city in the southern part of La Shugar, governed by the Sharl family, one of the six great houses. It was once an independent nation but merged with La Shugar about 20 years ago. At that time it chose a bloodless merger, and as a merit of that, it was allowed to remain an autonomous territory after the merger. Because of its history and flourishing commerce, it has a strong spirit of valuing freedom.

Crane K. Scharl

Drossel K. Sharl

◆Main Urban Features of Karaha-Sharl

Great Windmill

Integrated into the entire town through spirit magic that generates strong winds, it turns the town's famous great windmill. Thanks to irrigation facilities that use the power of this windmill, Karaha-Sharl — which would normally be a dry spirit region — is [illegible] full of greenery.

Street Lamps

The plants called "luminescent grass" serve as the street lamps in Karaha-Sharl. These grasses have roots that glow when they absorb water and are planted on top of metal cylinders installed throughout the town. When the sun sets, the water supply connects to the metal cylinders and sends water, causing th

Gandara Fortress

A fortress built on the Talas Road that connects Karaha-Sharl and Il-Phan. It is extremely solidly constructed and equipped with golems — weapons using earth spirit magic — making its fall far from easy. Although it was built under the pretext of protecting trade route safety, in recent years it has increasingly been used for military purposes under Nahatigarl's hardline policies.

Le Rondo, the mining and sea-port town

A town on an outlying island of La-Shugal. It sits at the tail end of the night region that covers Il-Phan, and is characterized by a unique spirit influence where the starry sky and blue sky meet.

The surrounding area is mountainous, and various ores were once mined there, so it used to attract miners and prosper as a port for shipping ores. Currently, ore extraction has declined and many shafts have been closed, turning it into a quiet rural town.

There is a legend that it became so. The collided star fell and became ore. Because of this spiritual [illegible] the blue sky

◆Main Facilities of Luronde

Matisse Clinic

The only clinic in Le Rondo. It is run by the doctor couple, the Matis family, and every day many patients visit. As a result, their only son Jude often felt lonely. Recently, Leia, the only daughter of the innkeeper Roland, has been working there as a trainee nurse.

Dirac

Erin

Lodging Roland

The only inn in Le Rondo. The delicious dishes prepared by Warlock are popular, and his chicken has become the standard dish in Le Rondo for celebrating birthdays. Its homely atmosphere is its selling point, and it is said that if you oversleep or leave food on your plate, the proprietress Sonia will scold you without mercy.

Warlock

Sonia

Azure

A country composed of diverse ethnic groups

Azure is a federation located to the north of Riese Maccia, an area dominated by rugged mountain ranges and wastelands. Various tribes exist there, each forming its own distinct culture. One clan controls monsters and commonly uses them for daily life and military purposes. The nation has a short history: ten years ago, the current king Gaius unified several small tribes and frontier states to found the country. Since then, under Gaius's overwhelming charisma, it has achieved remarkable development and is becoming a threat to La Shugar. Also feared is Gaius's personally loyal elite unit, the Four-Element Blades (Fourve), a fearsome squad reputed to defeat hundreds of soldiers with just four members.

Topics

Development of the new weapon

Although Azure's spirit arts are not as developed as La Shugar's, its technology is not backward. For several years it has been secretly developing a weapon. Called the Booster (Buster), it amplifies the mana secreted by spirit fields. While it promises a dramatic increase in combat strength, it also has the problem of sapping the user's physical stamina.

There used to be a laboratory in the Liberry rock shaft, but it is currently closed.

Dawning City— Kan Bulk

The capital of Azure, covered in snow year-round. Ten years ago, after deposing the previous king together with Wingar, Gaius declared the founding of the Azure Confederation in this city.

The city built in the mountains, with the sturdy Gaius Castle towering on the summit. In preparation for battle, many parts of the town are sectioned off by gates—a trait typical of the Ajur people, whose inter-tribal conflicts never cease.

In front of Gaius Castle, people line up every day hoping to petition the king.

◆ Main urban features of Kan-Bark

Commemorative cloth (kinenpu)

Long, ribbon-like pieces of cloth hung throughout the town. It is believed that displaying a large and beautiful one will make wishes come true. The commemorative cloths of Kan-Bark are characterized by being woven from a frostproof thread called Enshi (fire thread).

Aerial pulley

Kan-Bark, located in mountainous terrain with steep elevation differences, uses aerial pulleys for transportation. The aerial pulleys are powered by the latest control stones and automatically carry people. This device is not seen in other cities and is a source of pride for the townspeople.

Snow drainage ditch

A facility that melts accumulated snow and drains it away. To prevent the flow from freezing and becoming obstructed, fire spirit magic is used. Indispensable in snowbound Kan-Bark, these systems are maintained throughout the town.

The sacred land where heroic spirits gather — Shan Du

The city was built between cliffs in the Azur mountain regio n. At the center of the city is an aerial arena, and during the t ournament held once every ten years, many tribes gather her e. The city is also famous for its strong ancestor worship. In S han-Du, it is believed that the strong are reborn as spirits whe n they die, and the long-standing spirit worship and ancestor veneration in Riese-Maksia have become identical.

As in Kang-Bark, pr ayer cloths decorat e many places thro ughout Shan-Du.

◆ Main Urban Features of Shan-Du

Aerial Arena

A traditional structure where a martial t ournament is held once every ten years to determine the strongest tribe. In the past, extreme rules were applied—such as fighting until one opponent was kille d—and the arena was built in the air see mingly to throw the losers down into the river.

Ferry

A river runs through the city center; u pstream is the arena, and downstrea m is the Sogd Wet Path. When going t o these places, people use the ferry. I ncidentally, because the arena is a sa cred place, crossing the river also car ries the meaning of purifying oneself.

Lifts

In Shan-Du, where the townscape is built along steep cliffs, lifts are install ed in many places. The lifts are powe red by a combination of river water p ressure and spirit magic. Using these to go up and down the cliffs is com mon.

Statues

In Shan-du, ancestor worship is widespread, and stone statues modeled after the great warriors of the past are enshrined all over the town. It is customary that these statues be carved entirely by the artist without using any spirit magic. This is part of the warriors' training.

Orchard Village — Ha-Mil

A small village located on the eastern frontier of Azur e. When coastal navigation was dominant, it prospered as a relay station connecting the sea port and the inlan d. However, with advancements in navigation causing t he sea port to fall into decline, the village lost its vitality.

Now, taking advantage of being under a spiritual force called the "Dawn Realm," which keeps it morning for most of the day , they make a living by cultivating fruit trees and brewing fruit wine. It is the original home that produced fruits widely favor ed in Riese-Maxia, such as napple and parenge.

The villagers help one and and live together, each having a role to support the village.

Parenge trees grow t all, and their fruit has the characteristic of glowing.

Topics

The alcohol of Riese-Maxia

One of the alcoholic beverages Hamir brews is a fruit wine called Parenji Wine. Because it uses the biolumines cent Parenji, this fruit wine is also called "glow liquor." A s the fermentation progresses, its flavor and luster mell ow, and those aged for more than ten years become a lu xury product called "Moonlight." In addition to this, Ries e Maxia offers various other alcoholic drinks that can be found at taverns attached to inns and similar places.

◆ Local specialty alcoholic beverages※

Location Sake name	Types of alcohol
Ilart Sea Stop Akebono	Sake (Japanese rice wine)
Ha・Miru Parenji Wine	Wine
Samangan Sea Stop Floresta	Wine
Lakorumu Sea Stop Twilight of the Gods	Shochu
Trigraph Ex Machina	Whiskey

※ Only Trigraph is a city of Elenpios.

[Other factions

Spirit Village — Ni Akeria

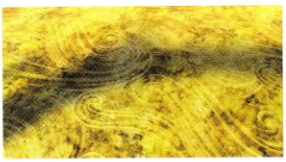
Long ago, a small (community) said to be descendants of the Krusnik

The origin of Ni-Akeria was when the cult gat hered near Mount Ibaru to worship Maxwell. The villagers prefer a quiet life and live quietl y while believing in Maxwell. Twenty years ag o, after Mira descended as Maxwell, starting with the priestess Ibaru, all the villagers have worshiped her.

◆ Features of Ni-Akeria

Buildings

The buildings of Ni-Akeria have distinctive s hapes not seen elsewhere. They are made using a unique spirit technique that combin es earth and wind magic. None of the buildi ngs have second floors; their interiors are c haracterized by tent-like spaces.



The patterns on the paths are drawn dai ly by residents with brooms, wishing for the harmony of the four great elements.

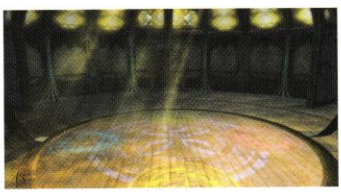
Bousagi

Ni-Akeria, which does not engage in ex change with other villages or towns, is basically self-sufficient. In addition to c ows and chickens, they raise "Bousagi," a pig-like rabbit, and "Rapigg," a rabbit -like pig. The sight of animals leisurely grazing is truly pastoral.

Mira Shrine

A shrine where Mira, who descended as Maxwell, is enshrined . It is built at the foot of the Ni-Akeria sacred mountain at the en d of the approach path that continues from the village, and that place is said to be a special location where many spirits gather.

It is said. The divine body Mira, attended by the four great spirit s as her companions, spends most of her life here in meditation . Although it is a shrine, it can also be called her dwelling.



Daily necessities are unnecessary. Even though it is her dwelling used by humans, Mira...

Ni-Akeria Sacred Mountain is an inviolable place, so from the shrine The entrance is hidden.

Ni-Akelia Sacred Mountain

A mountain revered as a sacred place since ancient times, a spi ritual zone where the spirit forces of the four primal elements are in balance. People call it names like “Maxwell’s Path” or “the place where all spirits and souls gather.” At the summit of the sacred m ountain is the entrance to the world path (Urskara) created by Ma xwell, which connects the human world and the spirit world. Incid entally, even in the spirit world the sacred mountain is venerated as Maxwell’s abode.

Revered as a sacred mountain ...exist, but the people of Ni-Akeria do not set foot on the sacred mountain.

Arcnoa, the organization plotting Maxwell's life

Arcnoa is a mysterious organization that belongs to no nation and oper ates covertly using the Black Box. Its members are of all ages and genders and usually blend into townsfolk, but they are characterized by wearing orange scarves.

The origin of Arcnoa dates back twenty years. It began when the pa ssenger ship Gilnitra drifted into Riese·Maxia after crossing a tear in th e Shell. The passengers of the Gilnitra longed to return home and for med Arcnoa. For that reason, they plotted to eliminate the Shell that se parates Elenpios and Riese·Maxia and continued activities aimed at ret urning to Elenpios. This is also why Arcnoa's leader, Jiland, is hiding in L a·Sugar. Incidentally, separate from Arcnoa's goals, Jiland is promoti ng part of the Elenpios government's Otherworld Furnace Project (P.53 7). He also had Alvin, a member of the organization, steal the Spirit Am plifier from Azure as part of developing the Origin spirit box as a comp onent of the Otherworld Furnace Project.

Members of Arcnoa

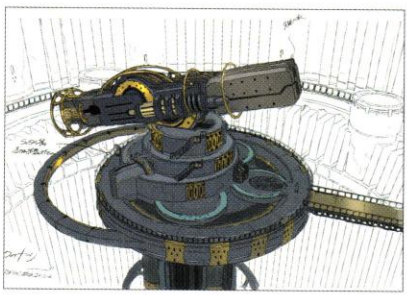
The Murder of Maxwell

To fulfill their objective of returning to Erenpios, Arcnoa's firs t scheme was to murder Maxwell. The Barrier Shell was a spell c ast by Maxwell, and it would disappear if Maxwell died. Because Maxwell's death would cause it to vanish. The y took various measures to target Maxwell (Mira)'s life, but every attempt ended in failure.

They resort to incon siderate methods su ch as poisoning mea ls, causing landslides, and the like.

The Kruznik Spear

Struggling to kill Mira, Arcnoa devised another method: t he construction of a gigantic black box, the "Kruznik Spear." This black box had the function of nullifying spells by absor bing the surrounding mana. Because it was powerful enoug h to break the Barrier Shell created by Maxwell, it was a terri fying device that would kill many spirits. Jiland, who beca me deputy chief of staff of La Shugar, incited Nahtigal to ma ke the Kruznik Spear. In fact, this Kruznik Spear was a replic a of one made by the Erenpios army. Twenty years ago, bec ause the original Kruznik Spear broke the Barrier Shell, Arcn oa was stranded on Riese Maxia.



Jilnitra

The passenger ship Jilnitra, which Arcnoa was riding when they arrived at Riese Maxia, later became their b ase. Until they accomplished their true aim of breaking the Barrier Shell and returning to Erenpios, the Jilnitra remained anchored off the Faizabard marshlands.

This was a sea area where neither La Shugar nor Azure was being used , so it was the perfect place to hide.

The interior of Jilnitora is quite splendid. One can tell it used to be a luxurious passenger ship.

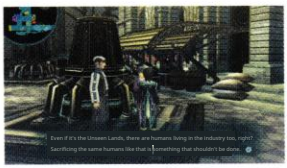
Erenpios

~A World in Decline~

The world that flourishes because of the Black Box (Jin) is called Erenpios. While it boasts a civilization more advanced than Liese-Maxia, this world is on the brink of ruin. The use of the Black Box has caused problems such as the depletion of nature due to a decline in spirits and a severe energy shortage. Among the people of Erenpios, spirits and Maxwell have become fairy tales, and Liese-Maxia is passed down as a utopia.

Otherworld Furnace Project

Decades ago, in Erenpios, the "Otherworld Furnace Project" was devised to resolve various problems, including the energy shortage. The plan was to steal mana from the creatures and spirits of Liese-Maxia to obtain fuel for the Black Box. Twenty years ago, the Erenpios military made the Krusnik Spear and attempted to break the Boundary Shell (Shell)—all as part of this project.


Even if it's the Unseen Lands, there are humans living in the industry too, right?
Sacrificing the same humans like that is something that shouldn't be done.

In Erenpios, there are many who promote the Otherworld Furnace Project, and many who oppo

An Alternative to the Black Box

Jiland, the leader of Arcnoa, developed a device called the Origin Spirit Box (Origin) during the course of advancing the Otherworld Furnace Project. The Origin Spirit Box can be created by having Liese-Maxia people pour mana into the "spirit fossil" left behind when a spirit dies, using a Spirit Booster. Like the Black Box, it activates arts without using the Spirit Field (Gate), but a major difference is that it does not kill spirits when activated. It is a wonderful device that can resolve issues like energy shortages without sacrificing Liese-Maxia. However, the research is incomplete, and because cooperation from the people of Liese-Maxia is essential, widespread adoption is expected to take time.

The Spirit Box, compared to the Black Box. Compared to that, the accuracy of the technique is far higher.

Black Box Industrial City - Trigraph

The metropolis of Elenpios. Because the nearby Heliborg base produces and researches black boxes, black boxes are used throughout the city. Little greenery such as trees and flowers can be seen, indicating that nature in Elenpios is dying out. The residents are greatly uneasy about Elenpios's present condition, and conversations are abuzz with talk of the otherworld furnace project.

When you go outside the city, you can see that a very small amount of nature still remains.

Character Relationship Chart

In "Exilia," a variety of characters appear, each acting according to their own motives. Let's or ganize where they belong and what kinds of relationships they build with whom. Doing so ma y reveal things that were not apparent during play.

La Shugaru

Nachtigall

Lowen

Leia

Former Friend

Serve

Like

Krein

Brother and sister

Drossel

Jude

Friend

Arkunoa

Use

Jiland

Uncle and nephew

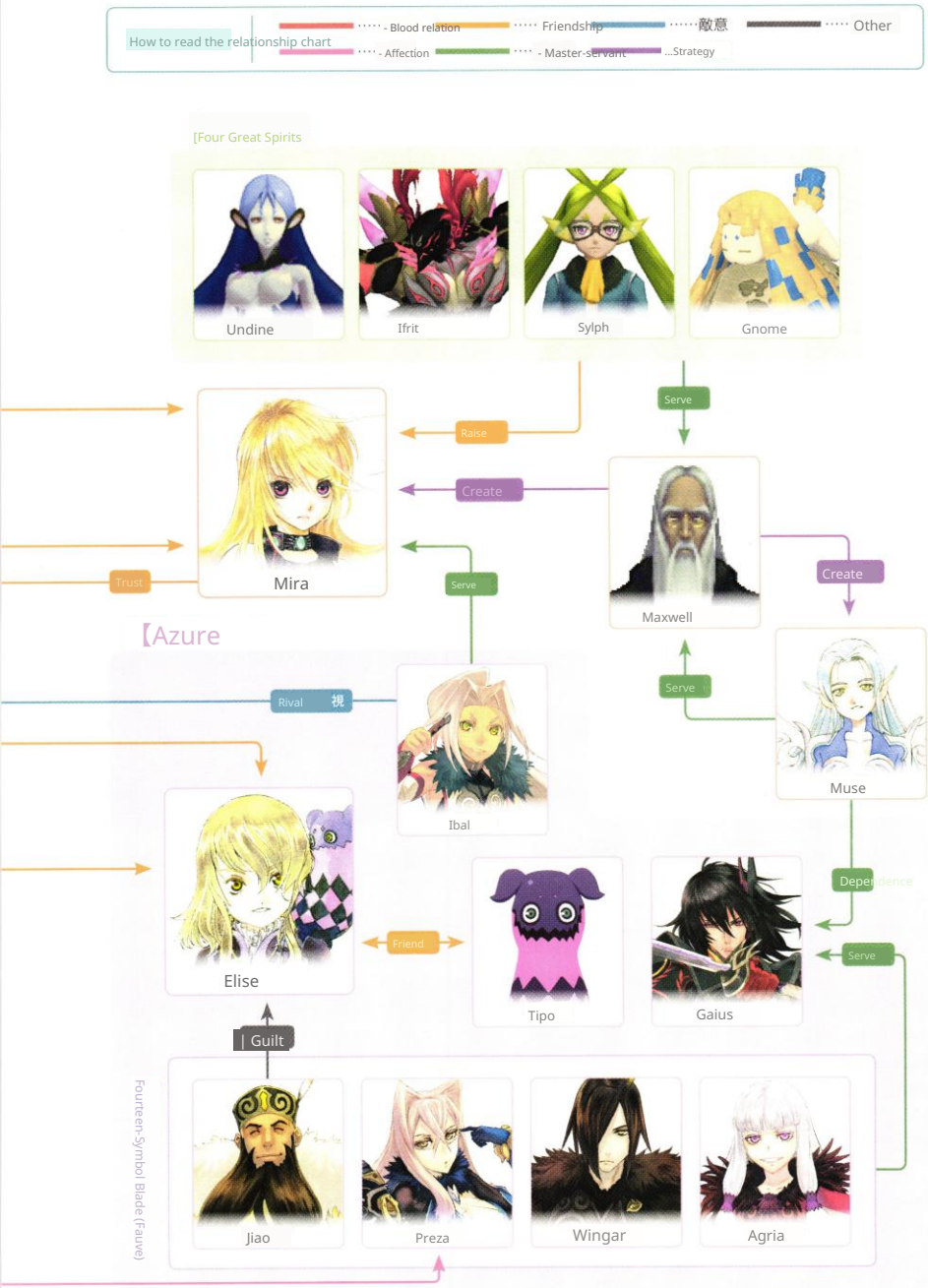
Alvin

Create

Serve

Celsius

Former lover


How to read the relationship chart
- Blood relation
Friendship
敵意
Other
- Affection
- Master-servant
...Strategy
[Four Great Spirits
Undine
Ifrit
Sylph
Gnome
Serve
Raise
Create
Mira
Trust
Serve
Maxwell
Create
【Azure
Serve
Rival
視
Ibal
Muse
Elise
Friend
Tipo
Gaius
Dependence
Serve
Guilt
Fourteen-Symbol Blade (Fauve)
Jiao
Preza
Wingar
Agria

Jude Mathis

CV: Tsubasa Yonaga Gender: Male Age: 15 Height: 163 cm Weapon: Knuckle Combat Type: Martial Artist

[A boy who has found something he must do]

The encounter with Mira, who claimed to be the master of the spirits, completely transformed Jude's values up to that point. Mira, single-minded and without hesitation in her mission, ran straight ahead with her gaze fixed forward, and that image captivated Jude and was more than enough to make him admire her. Following that feeling, he believed that becoming someone who could support Mira was what he must do. However, the path he imagined toward the future was cut off by Mira's death. She passed away right before his eyes, and he could do nothing. Unable to accept that painful reality, the good-natured Jude who used to confirm his own reason for being by being needed by others, was gone.

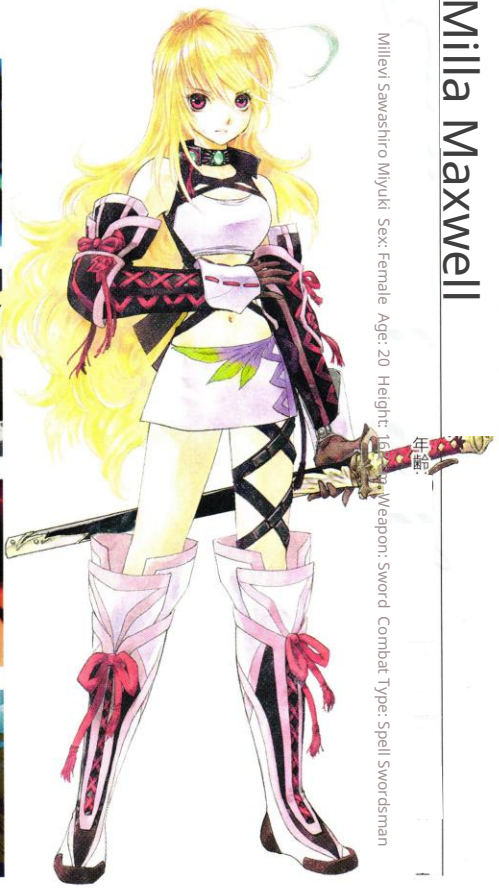
At the edge of despair, Jude remembered the words of a spirit who claimed to be Mira's sister. She told him that Mira's mission was a lie, that her existence was fake, and that everything that had happened so far was all in vain. .....No. Meeting Mira changed me. That was never meaningless. Those feelings and the words of his childhood friend drove a wedge into Jude's despair. Mira may have had a false mission, but she devoted herself to it with conviction. The life Mira risked to protect others cannot be ended by merely curling up and drowning in grief. Shaking off despair and helplessness, Jude began searching for a way to restore the Shell (Shieru) and to save both Liese Maxia and Elenpios.

It was only after losing Mira that he began to think of becoming like her. He aspired to become an adult like her. The good-natured Jude who used to confirm his own reason for being by being needed by others, was gone.

Even when he was reunited with Mira, whom he had thought dead, the path Jude had chosen did not waver. He would no longer rely on her. His wish had transformed from supporting Mira to facing her as an equal.

Milla Maxwell

Millevi Sawashiro Miyuki Sex: Female Age: 20 Height: 165cm Weapon: Sword Combat Type: Spell Swordsman



年齢：

[The Contradiction of Living as Maxwell]

I am Maxwell. A spirit that governs the elements. I am the master of all spirits and the one who protects all life in Liese Maxia. I never once doubted that. However, when part of the Shell was broken by Krusnik's spear, for the first time Mira began to have doubts about the meaning of her own existence.

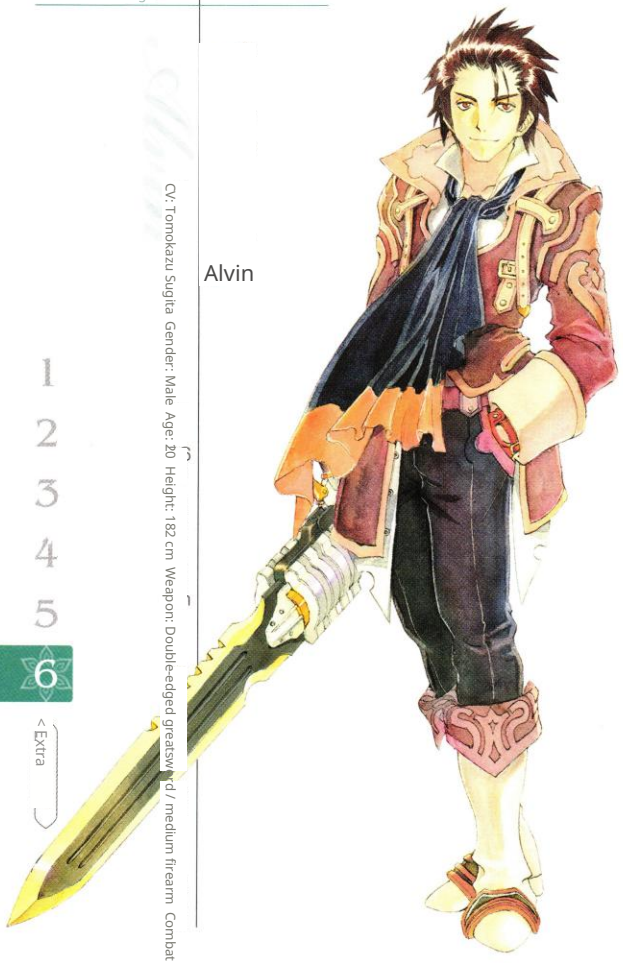
The death of Maxwell is equivalent to the disappearance of the Shell. And the Shell's disappearance would mean exposing Liese Maxia to the threats of Elenpios and the Black Box (Jin). That is something that must be avoided at all costs. Therefore, Maxwell must not die. Yet Mira must throw herself into dangerous battles in order to fulfill her mission of protecting spirits and people. This was a great contradiction.

I might not be Maxwell after all. Mira tries to tell Jude this, but for some reason she cannot say it well

He couldn't do it. If Mira wasn't Maxwell, would he be disappointed? Would he leave her? A vague, indescribable feeling she had never felt before made her hesitate, and time passed without her being able to say anything.

"What does Maxwell fear?" Asked Ifrit in Zilnitra. Mira realizes her true feelings. She was afraid—afraid that Jude would drift away from her.

She did not want to disappoint Jude. That was the first strong emotion Mira had felt outside of her mission. Because she wanted to see that feeling through, she decided to live as Maxwell, the one he had come to love. Therefore, while being Maxwell, she chose death to protect everyone. That choice—full of contradictions—was the "human" thing that Mira loved dearly.



Alvin

CV: Tomokazu Sugita Gender: Male Age: 20 Height: 182 cm Weapon: Double-edged greatsword / medium firearm Combat type: Gun-sword fusion

[The Resolve at the End of Betrayal]

Alvin was born in Erenpios. At six years old he suffered an accident in Zilnitra and drifted to Liese Maxia. Having lost his homeland and father, he chose a life as an Arknoa intelligence agent to make ends meet. Living in another world and protecting his mentally ill mother meant he could not shy away from getting his hands dirty. Before he knew it, he had become a man skilled in lies and betrayal. He would play the affable companion to get close, then turn his hand and run once his objective was achieved. Whether blamed or scolded, he would slip through somehow. By the time he stopped questioning such days, Alvin met Jude and the others. They believed him even when they learned he was the Arknoa who had targeted Mira's life. Being by their side felt comfortable. Despite that feeling, Alvin betrayed his comrades many times. Because he wanted to return to his homeland. Because he had to protect his mother. Because he had a step toward the [illegible] somewhere in his heart

He made excuses while failing to fix his stance.

As a result, Mira died. Still in shock and confusion, Alvin leveled his gun at Jude. Yet the boy who should have become listless after losing Mira overcame her death before Alvin did, right in front of him. Alvin, panicked and irritated, still could not find the path he should take, and this time he lost his ~~former~~ lover Pereza.

She worried about him, whom she had cruelly betrayed. Pereza's words—and Rowen's words that quietly confronted him with his immaturity—pierced Alvin. Betraying, hurting, losing—only then did he finally realize. He wanted to be with his comrades. It might be said that it was too late. But he wanted to face them properly. Alvin took

Elise Lutas

CV: Yuki Horinaka Gender: Female Age: 12 Height: 145 cm Weapon: Tipo Combat Type: Spirit Mage

The Meaning of the Word "Friend"

From the time Mira became aware, Elise had been alone. Whether in the laboratory or in Hamil's village, the only one she could exchange words with was her stuffed companion, Tipo. Therefore, she longed for the existence called "friend." She did not really know what that meant, but she vaguely thought that having friends would make her feel less lonely. So when Jude took her out and she met Mira and the others, she was happy. She felt relieved that there was someone who could be her friend and that she was not alone.

However, harsh realities mercilessly struck Elise. Her greatest confidant and friend, Tipo, suffered memory loss. The truth that Tipo's true identity was nothing more than a booster that sensed and spoke her inner voice. And the fact that her parents, who no longer remained even in memory, were already dead. Mira's cold attitude regarding Tipo's amnesia also shattered her.

She wondered if friends were not supposed to help her. Betrayed, she felt utterly alone. Elise retreated into her shell. Leia's attempts to speak to her became unbearably irritating. She did not even want to hear words of encouragement from people who, as if it were natural, still had a father and mother.

Someone who does not save me is not a friend. I quit being Mira and Leia's friend. When she cried out in unbearable sorrow, she was reprimanded by Rowen and realized that her words to Tipo had hurt Leia.

Rowen said that if she apologized properly, she would be forgiven. As he said, Leia forgave her. At that moment Elise learned that friends are not unconditional, absolute beings but something you build one piece at a time with your own hands.

En J. Ilbert

CV: Mugito Gender: Male Age: 30 Height: 175 cm Weapon: Sabre Combat Type: Spirit Mage

[Encounter with What Once Was Turned Away From]

Rohen once had a dream. A man named Nahtigal, who possesse
d the power to lead and guide people, and a dream to shape the future of La Shugar. R
Rohen and Nahtigal were unique friends who walked the same path.

They vowed their dreams to each other, and the days of mutual encouragement and hard work were happy.
However, the fact that Nahtigal was the third prince with a low claim to the throne
brought tragedy to the two of them. The elder prince, jealous of his younger brother's talent and popularity,
aimed to discredit Nahtigal and set a trap for him.
As a result, Nahtigal lost his beloved sister Carrie.

Carrie's death carved deep sorrow and despair into Nahtigal.
Therefore, after he murdered his two older brothers to take the throne,
he pursued monopolization of power and established an autocratic rule. Rohen,
as a retainer and as a friend, should have stopped the king's actions. However,
he turned away. Rohen too, sunk in grief and
He was. Carrie and he had pledged their futures to one another.
In despair, Rohen left Nahtigal. Wandering through vari
ous lands, he fell ill, and it was Crane, the lord of Karaha-S
har, who saved him. Crane was a prominent noble of one
of La Shugar's foremost houses, yet he governed valuing t
he people's freedom and equality. Impressed by Crane's e
xample, Rohen hid his identity and began working as a ste
ward for the Shar family.

He intended to spend the rest of his days in Karaha-Shar. How
ever, Crane, who resisted Nahtigal's dictatorship, was struck dow
n by an assassin's bullet. He entrusted the future of La Shugar to
Rohen and passed away. After anguishing and repenting, Rohen
once again stood before his former friend. To stop his friend's atr
ocities, and to sever himself from the man who had fled the burd
en of leading the country after losing his lover's life.

Leia Roland

CV: Saori Hayami Gender: Female Age: 15 Height: 158 cm Weapon: Staff Combat Type: Staff Fighter

[For the Sake of a Single Reason] Childhood friend Jude is Reia's benefactor and her love. When she was young, Reia was injured and suffered long-term illness due to a black box (Jin) explosion. At that time, Jude was the emotional support for her. Because Jude encouraged her, Reia was able to endure the painful rehabilitation and recover.

After that, she watched him closely. Thus, Reia noticed that his almost pathological kindness stemmed from loneliness. His parents prioritized work, and Jude was often alone at home. The reason he meddled in others' affairs was that, unconsciously, he sought connections with people and filled his loneliness by being thanked by someone. Each time Jude was kind to someone, Reia felt as if she caught a glimpse of his loneliness, and it pained her. Therefore, so that Jude would not worry about her, so that he would not fuss over her, she tried harder than anyone else

She was sweet-hearted, kind, and caring, gratitude, and special affection, she wished that her childhood friend's loneliness would soon disappear. Deciding to be of any help she could, she resolved to do her best.

However, Jude steadily grows after meeting Milla. Striving to become an adult out of admiration for Milla and trying to become strong like her, he soon became distant—so much so that Leia could no longer catch up.

Maybe someone like me, who can only do my best, is no longer needed. It was Rowen who gently pushed Leia's troubled shoulder. Encouraged by his kind smile, Leia faces forward again. She wants to see Jude's smile. She wants Jude to be happy. Embracing that very simple yet stronger-than-anything feeling, Leia decided to try a little harder.

Tipo

CV: Haruna Ikesawa Gender: ? Age: ? Height: about 30 m

[As Elise's other half]

Tippo, a brazen and innocent-seeming talking plush. As Elise's one and only friend and the grou p's mood-maker, his true identity is a third-gener ation spirit amplifier (Booster). Because of this, al though he is a plush, Tippo can amplify the man a that Elise emits from the spirit field (Gate) and i s equipped with the ability to speak in response t o her heart.

His blunt words and his remarks without rese rve or tact all originate from Elise's heart. At tim es he speaks the feelings Elise herself does not notice, and continues to support her. Until the day Elise no longer fears talking to others witho ut Tippo as an intermediary.

Gaius

CV: Ryotaro Okiayu Gender: Male Age: 3

Height: 185 cm Weapon: Naginata Combat Type: Swordsman

[An ideal born from despair]

That was 20 years ago. There was a boy from a lo w-status tribe named Earth Outway. He was skilled i n martial arts and, at the young age of 12, took part in the Faizabard Battle. There he anticipated the arri val of a tsunami sooner than anyone else, but the op inions of a low-status boy were not heeded, and ma ny became victims of the tsunami.

The boy was disillusioned. By a superior who had hi gh rank but was incompetent, and by a society that pr oclaims status and class to be absolute. The cheerful, k ind boy resolved at this moment to become a demon. To realize the ideal he had envisioned—a nation-battle field where the strong protect the weak and no one is l eft behind—the boy set out. He abandoned the name Earth and took upon himself the title of one who would lead the world of

Muse

CV: Asami Sanada Gender: Female Age: 20 Height: 168 cm

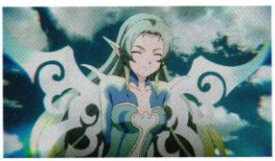
[Strong Power and Weak Heart]

For spirits, the most important thing is the very fact of "existing."

To protect the boundary shell (Shell), Makswe

The purpose of Musé, who was created in Rulu, is to obey Maxwell's orders. Following those orders, she watches over Eren Pios and eliminates anyone who learns of the Dan-kai Shell. There is no need for her to walk by her own will. For twenty years, she never even questioned that.

When her master's orders ceased, Musette was at a loss and, above all, feared losing her reason for existence. Good or evil no longer mattered. Anyone would do—show me my path. Falling into anxiety and confusion, she lashed out blindly, and in the end Musette clung to Gaius. As a great spirit who wields immense power, she was far too weak.



Agria

Weapon: Hidden Staff; Combat Type: Magic
Staff User CV: Maaya Sakamoto; Gender: Female; Age: 15; Height: 153 cm

[Born into despair, leaving despair behind at death]

From the moment she was born, Agria's surroundings were filled with malice . Born as the daughter of the prestigious Travis noble family of La Sughal, Agria was scorned and raised with disdain simply because she was born of a concubine.

No matter how hard she tried, she could never find a place at home. That is why the earnest, hardworking Leia made her sick. The platitudes that hard work can achieve anything, and Leia's refusal to give up on trying, were deeply loathsome. She would prove that there are realities that effort cannot change. And make her despair. Pushing away Leia's hand as Leia tried to save her, Agria chose death. She bet her fifteen years of life on the way she lived.

I could not allow it.

Preza

CV: Rina Satou; Gender: Female; Age: 20

Height: 168 cm; Weapon: Book; Combat Type: Spirit Mage

[A Life That Kept Being Betrayed]

At 16, Preza was abandoned by her parents and e nlisted in the A-Jure Army. During a covert mission in Il-Fan, she met Alvin. She fell in love with him, and th e days they lived together were happy... until she wa s betrayed. Suffering a deep wound from the second betrayal in her life, Preza came to hate Alvin even m ore for having loved him so deeply.

When Alvin came back to Preza once more, her heart wavered. However, she knew he would eventually retu rn to Jude and the others. Would I follow him then? The answer was no. The only one who did not abandon Pre za—who had been betrayed by both her parents and th e one she loved—was Gaius. He was the only one she c ould not betray. Killing her wavering heart, Preza chose the path of living as one of the Four-Element Blades (Fov).

Xiao

CV: Ryuzaburo Otomo; Gender: Male; Age: 44

Height: 250 cm; Weapon: Great Hammer; Combat Type: Hammer Wielder

The Man Who Died for Atonement Posses sing the ability to control powerful monsters and a la rge physique—Jao, who had both of these traits, was pe rsecuted by the tribe where he was born and raised and was driven from his homeland. The Rutas family—Elise and her parents—healed Jao's hardened heart as he live d as a bandit. But those happy days did not last long. A mercenary discovered Jao's whereabouts and reported him to the military. In that battle, the Rutas couple were killed, and Jao was forced to flee, leaving Elise behind . Later, after meeting Gaius and becoming a Four-El ement Blade (Fove), when he reunited with Elise at the l aboratory, Jao vowed to himself: in place of Elise's paren ts who had died because of him, he would watch over h er. Fulfilling that vow, he throws away his life in the Faizabard Marshes.

ウィンGal

CV: Hidenobu Kiuchi Gender: Male Age: 20
Height: 175 cm Weapon: Sword Combat Type: Spellblade

[For Loyalty to Gaius]

Once, Wingal was the chieftain of the Rondau tribe. Known as the "small but wise general," Wingal was defeated by Gaius 15 years ago, and after being captivated by his overwhelming strength, he began serving as his military strategist. To realize Gaius's ideal of a "world where the strong lead the weak," strong people are necessary. Therefore, Gaius does not kill those he acknowledges as strong, even if they oppose him. However, that only increases the burden on Gaius. If my lord cannot do it, then I will take on that role.

To uphold his belief in being a support to Gaius, Wingal continues to fight—knowing that the booster implanted in his brain is eating away at his own lifespan.

Ibal

Height: 165 cm Weapons: Dual Blade
CV: Shotaro Morikubo Gender: Male Age: 17 Combat Type: Swords

[Pride as a Shrine Maiden

In Ni-Akeria, Ival's existence was special. He belonged to a line of shrine maidens permitted to serve Maxwell, who is even called a creator. Raised and treated as someone special, Ival values the pride of being a shrine maiden above all else. Therefore, when Mira chose Jude as a traveling companion, it greatly wounded his pride. ...Yet the true shrine maiden should be me.

He also dislikes that Jude himself does not boast of this and remains calm and composed. Ival challenges him but never manages to win. Over time, Ival's goal became to prove Jude wrong. It took a long while for him to realize that he cannot win because Jude looks far ahead of him.

Nachtigall

CV: Yoshitada Otsuka Gender: Male Age: 30
Height: 190 cm Weapon: Spear Combat type: Spear-user

[Simply seeking power]

Nachtigal had talent. Martial arts, scholarship, and leadership. Despite possessing such abilities, being born the third prince limited the ways he could use them. Therefore he became a soldier and earned many military honors. The two elder brothers who envied and feared his excellence did not want their claim to the throne threatened; at the Battle of Faizabard they stripped their younger brother of command. As a result, the La-Shugar army was struck by a tidal wave, and Nachtigal lost his beloved younger sister Carrie.

If only I had more power. If only I had the authority of my brothers... The loss of his sister left Nachtigal with deep remorse. He resolved that, for the sake of protecting the nation, he would pursue power relentlessly.

Jiland

CV: Hiroyuki Kinoshita Gender: Male Age: 35
Height: 180 cm Weapon: Shotgun

[Return to Erenpios] Drifting ashore at Rise Maxia due to the Jirtonila incident was, in a sense, an opportunity for Jirand. Born into the prestigious Svent family of Erenpios, he could not become head of the main house because he had an older brother. However, that inconvenient brother died in the accident. Left as the heir was a powerless six-year-old boy.

What else could this be called if not a chance. Jirand seized the gun that was the token of succession from the boy heir Alwin. Rising to become the leader of Arknoa, he became deputy chief of staff of the La-Shugar army, began manufacturing Kursnik's spears, and arranged preparations to return to Erenpios. Even after drifting into another world, his mind remained occupied with his status and life in Erenpios.

Maxwell

CV: Chikao Otsuka

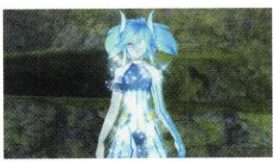
[The Creator of Genesis Who Knows Not the Heart]

It is Maxwell's duty to protect the world. He created the boundary shell (Shell) and brought Riese Maxia in to being all for that purpose. However, humans do no t seem to understand this. Those who try to destroy t he boundary shell never cease, so he brought forth M ira and Muse to protect it. Yet they act against his inte ntions, and even humans who claim to be Mira's allies take up arms against him.

If the spirit Maxwell, who rules all things, has a fla w, it is that he cannot understand human emotions. Tired of being at the mercy of the incomprehensible thing called emotion, he entrusted the world's future to Mira and the humans who are her companions.

Celsius

CV: Hiromi Hirata



[Existence as a "Tool"] Long ago, the great ice spirit Celsius lost its mana and became a fossil o f a spirit. Jiland poured mana into that spirit fossil and revived it as an Origin Spirit Box (Origin). Sinc e then, Celsius has followed him. For a spirit, what matters most is its existence. Now that its former being and nature have changed, Celsius harbored no doubts about being a tool.

Crane K. Scharl

CV: Soichiro Hoshi

Gender: Male Age: 24

[What Lies Beyond Fulfilling One's Mission]

Crane lost his parents at a young age and succeeded to the lordship of Karaha Sharl. Loving his domain and subjects more than anyone, he never hesitated to fulfill his duties as their lord. For that reason, he openly rebelled against King Nahatigal La Shugar, who was growing more dictatorial, and was slain by assassins.

Knowing his end had come, he calmly accepted his death. The young lord entrusted everything to Rowen and breathed his last. The gentle and wise butler never spoke of his origins, but Crane had realized that he was the brilliant strategist known as the Conductor.

Drossel K. Sharl

CV: Kozue Kamata

Gender: Female Age: 18

[Carrying on the will of her beloved brother]

Drossel was happy. Of course she was sad and lonely when her parents died, but her strong, kind brother Crane protected her. However, having lost that brother as well, Drossel was left alone. It was a heavy reality for an eighteen-year-old girl to bear, but she did not run away. She took pride in being a member of the Shaal family.

Only after becoming lord did she realize she had known nothing of what Crane had borne. She had been naive about the world. Reflecting on that, Drossel ran about as the lord of Karaha Shaal. She believed that protecting Karaha Shaal—the place her beloved brother loved and gave his life for—was what she must do.

"Xillia" Glossary

This work introduces various keywords—character names, place names, historical matters, and more—that appear in the game, arranged in Japanese syllabary order (gojūon). Using this glossary as a reference should deepen your understanding of the world of "Xillia" and help you discover new details.

あ行

Aifreed [Personal name]

Arenpios adventurer who made a name as a pirate in Riese Maxia. He left the treasures he collected across Riese Maxia and Arenpios.

Outway Tribe [Organization]

One of the tribes of Ajule. A minor low-ranking tribe that once followed the Rondau Tribe but was annihilated in the Battle of Faizaard.

Aktau Tribe [Organization]

One of the tribes of Ajule. Famous for conducting ruthless intelligence activities using garbage squads. Because they repeatedly betray others, they are despised by other tribes.

Agria [Personal name]

Real name Nadia L. Travis. One of the Four-Element Blades (Fauve), nicknamed "Agria the Shadowless." She behaves maliciously toward those around her, but has a gentle side—she dotes on a sylph-like creature she names Boboo. She swears absolute loyalty to Gaius and repeatedly blocks Jude and his party to further his ambitions. She died during the battle at the Second Akeria Sacred Mountain.

Ajule [Place name]

A confederation centered on the northern mountains and wastelands of Riese Maxia. The current king is Gaius, who founded the nation ten years ago by uniting several minor tribes and small states. Under Gaius's overwhelming charisma, it has continued remarkable development.

Azure Creation Myth [History]

A myth passed down in Azure. Long ago, the sage of creation, Krusnik, speared and drove down a gigantic sacred beast called Fauv. The body of that Fauv became the land that is present-day Azure.

Dawn of Azure [History]

An incident ten years ago when Gaius, together with Wingal, seized control of Kang-Balk and declared himself king of Azure—this is the event. Since the tribes who followed Gaius called him the "Dawn King," this name came into use.

Alvin [Personal Name]

Real name Alfredo Vint Svent. He claims to be a freelance mercenary, but in truth he is a member of Arknoa. He is personable, yet his true intentions are obscured by inscrutable behavior that confuses those around him. Born and raised in Erenpios, he boarded the ship Zilnitra at age six and washed ashore in Lise Maxia. He fights in a distinctive style wielding a greatsword in his right hand and long chain in his left. His favorite food is peach

Arknoa [Organization]

An organization that uses the black box (Jin) and aims to assassinate Maxwell. It was formed twenty years ago by Erenpios people who arrived in Lise Maxia through a fissure in the Shell. Their goal is to return to their homeland, Erenpios. To achieve their objective, they will not hesitate to use cowardly methods such as poisoning and surprise attacks.

Department of Otherworlds [Organization]

The Erenpios agency advancing the Otherworld Furnace Project. Twenty years ago, the Department of Otherworlds (then the Next-Generation Energy Bureau) used a prototype of Krusnik's spear to invade Lise Maxia. As a result, a hole opened in part of the Shell, and the passenger ship Zilnitra, which had been nearby, was sent flying to Lise Maxia.

Otherworld Furnace Project [Project]

The plan devised to eliminate Elenpios' energy shortage, also called the Spirit Fuel Project. Its content is to steal man a from the spirits and people of Rize-Maxia and use it as fuel for the Black Box (Jin). Even though they are from another world, the method of extracting mana from fellow humans is controversial even among the Elenpios people.

Isla (personal name)

She is a doctor in Chan-deu and is wearing Alvin's mother, Leticia. Having lost her parents early, she supports her livelihood, including Eleanor's tuition, by

She sold children to Azure's Spirit Amplification (Booster) Research Institute. That fact was discovered by Arclenoa, including Alvin, and they are exploiting her. Terrified that her fiancé Jurgens would learn of her dark past, she wishes to sever ties with Arclenoa. However, she is the only one who can prescribe Leticia's medicine, and Alvin forced her to nurse his mother on the condition that she keep Jurgens silent. Driven to despair, Isra poisoned Leticia, but when Alvin confronted her about it, she became delirious and threw herself off a bridge

She survived but lost her sanity.

Ival (personal name)

A boy from a family that has served for generations as the Maxwell shrine's miko. He is skilled in martial arts and has the ability to communicate with animals and monsters. He takes great pride in being a miko and, convinced that Jude stole the role from him, sees him as a rival. He challenges Jude to a fight at Mira's shrine and is defeated, forced to admit that Jude is superior to him. That humiliation seems to have been significant, and afterward he stops appearing before the

Ifrit [personal name]

One of the four great spirits, who governs fire. Serious and meticulous in personality, they get irritated with the Noms who sleep all the time and sometim

Ilart Sea Stop [Place Name]

A port located east of Azure. Because the spiritual energy is more stable than in other regions, it serves as an important relay point for sea voyage

Medical Jintexu [Item]

A device that uses a spirit's fossil. It is very similar to the Black but kills spirits to extract mana

rather than gaining it, the wearer's spiritual energy is drained.

Operates using the mana emitted by ｲｰ). When equipped, even people who were injured and unable to walk can walk again. However, because spirit magic is applied directly to the neural circuits, merely wearing it causes such intense pain that one can faint. Rehabilitation is quite arduous, and under normal circumstances it takes several sessions before one can walk again.

Il Fan (place name)

The royal capital of La Shugar. It lies under a spiritual force called the Night Domain, so it never becomes daytime. Research into spirit arts and medicine has advanced here, and it is particularly renowned for spirit arts, boasting the foremost practitioner in Riese Maxia. Cutting-edge spirit arts are also applied to everyday life, such as streetlights powered by lamps.

Wingal [personal name]

Real name Rein Rondau. Leader of the Four-Symbol Blades (Forve) and nicknamed "the Revolutionary Wingal." Formerly the chieftain of the Rondau tribe, known as the "Little Wise General," he was defeated by Gaius 15 years ago, became Gaius's right-hand man, and has served as his military strategist. His loyalty to Gaius is unwavering; to be of use to him, he did not hesitate to undergo the dangerous procedure of having a Boost Implant (booster) embedded in his body.

Warlock Roland [name]

Reia's father. 40 years old. He is good at cooking and kind-hearted and cannot stand up to his wife. He dotes on Reia and whenever she becomes depressed or runs away from home, he worries and cries.

Volt [personal name]

A great spirit that governs thunder. It was created at the Helioborg Base as an Origin spirit box (Origin). It was put to work by Jude to supply power to the base after a blackout.

Seishin no Michi (Uruskāra) [Place Name]

The only path connecting the Human World and the Spirit World. It was created by Maxwell and will vanish when Maxwell dies.

Undine [Personal Name]

One of the Four Great Elemental Spirits, she governs water. She acts as the coordinator of the Four Great Spirits and is always calm. However, it seems the current geography of the Kijiru Sea is her doing, so she might be terrifying if angered.

Elizeltas [Personal Name]

A girl who was kept under house arrest in Hamil. Raised in a booster (spirit amplification) research facility, she had few opportunities to interact with others and thus is poor at conversation. She specializes in healing and dark-attribute spirit arts and sometimes attacks using her closest friend Yipo. She is actually a glutton and loves to eat.

Erin Matis [Personal Name]

Jude's mother. Age 51. She helps her husband Dirack and works as a physician at the clinic. She is busy with work and cannot spend much time with Jude, but she worries about her son, who is far too kind-hearted.

Erenpios [Place Name]

A world outside Liese Maxia that has developed through the Black Box (Jin). Because most of life depends on the Black Box, spirits have drastically declined, making energy depletion and environmental destruction serious problems.

Golden Magic Swordsman [Personal Name]

Stereotypical cross-dressing swordsman who lives in the forests of thousands of years in the deepest part of Magna Zero. It has a strong obsession with fighting, and its fighting spirit is its sustenance. It seeks to create opportunities to fight the strong by producing Lirial Orbs, empowering Trill to create armored beasts (Masō-ju), and the like.

The Miracle of the Wind-Spirit Prosperous Festival (Orage) [History]

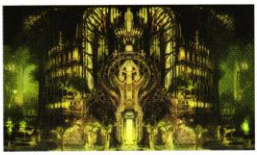
Known for the battle that took place in Samangan 28 years ago, when Nahatigaru's army defeated the forces of three countries in a single day. It became the turning point for the formation of the Queendom Raftagle, which was the trigger for Roen being called the "Conductor."

Origin Spirit Box (Origin) [Item]

A materialization of spirit magic dwelling in a spirit fossil. It is born by using a booster (Booster) to pour mana into the spirit fossil. Although research is not yet complete, because it does not require the use of a Spirit Power Field (Gate) and furthermore allows the use of spirit magic without killing the spirit, it is expected as an alternative to the Black Box (Jin).

Olda Palace [Facility]

The royal castle in Il-Fan. It was grown into the current massive structure over five years by using spirit magic on a single gigantic luminous tree. After the death of Nahatigaru, it has been opened by Gaius as the unified provisional government seat of Riese Maxia.



Ka-row

Garbage Squad [Organization] Spies used by the Aktau tribe. All members are female, and they are known for their ruthless intelligence activities. If an operative fails a mission,

or is unmasked, they are disposed of; they even commit cruel acts against their comrades.

Kara Outway [Person]

A woman who works as a historian and teacher in Azur. She is the daughter of the Outway clan chief and also Gaius's sister. Twenty years ago she was engaged to a man who was a close aide to the Rondau clan chief, but that man never returned from the Battle of Faizabad. She hates her brother because she suspects Gaius killed her fiancé. Nevertheless, she harbors complicated feelings: she is also fond of Gaius and shows understanding for his way of life and what he bears.

Gaius [Person]

His real name is Erst Outway. At 12 years old he won in the arena and earned renown by shattering a wing of the La Shugal army at the Battle of Faizabird. At 22 he captured Kan Balk and united Ajuse—from the tribes—into a federation. Beyond his martial arts, his political skill is considerable, and he enjoys overwhelming support from the people. After Nahatigaru's death he ascended in Il Fan of La Shugal and, in effect, unified Rize Maxia. He aims to annihilate the Black Casket (Jin) that threatens Rize Maxia, but this brings him into conflict with Jude and others who do not approve. He does not use his real name so that his relatives will not be harmed. By the way, Gaius (Gaiaus) in the ancient tongue means "one who leads the world."

Karaha Shaal [Place name]

A trading city in the southern part of Rashgar. It is the commercial center of Rashgar, and its residents have a culture that values freedom. A giant windmill powered by spirit magic is a local landmark. Thanks to this windmill, Karaha Shaal—originally located in a dry spirit territory—has abundant greenery.

Gandara Fortress [Place name]

An impregnable fortress south of Il-Fan. It was constructed under the pretext of protecting the safety of trade routes, but since Nahtigar ascended the throne it has taken on a stronger role as

Kan Balk [Place name]

The capital of Ajur. The city is built in the mountains and is designed so that some districts are connected by aerial pulleys. Because it is the place where the Dawn of Ajur occurred ten years ago, it is sometimes called the "City of Dawn."

Kizil Waterfall [Place name]
A waterfall located between Ha-Mir and Ni-Akeria. It lies under a strong spirit-current of water and has a distinctive terrain.

Kital Tribe [Organization]
One of the two great tribes that once ruled Ajur. They are expert at controlling monsters. The clan chief is Jao. By Gaia's order, they are entrusted with duties such as managing the ancestors of each tribe.

Carrie Iphan [Personal name]
Nahtigal's younger sister. She is gentle but strong-willed, and was in a romantic relationship with Rowen. While participating as a medic in the Battle of Faizabard, she was swept away by a tsunami and washed up on Elenpios. At that time she lost her memory and married an Elenpios person. She gave birth to a daughter and is living a happy life.

Kukru Ice Cavern [Place name]
A cave located between the Seirai Cold Plains and the Zaira Forest. The interior is very cold and is inhabited by a monster called the Aqua Dragon.

The Great Disappearance (Great Lost) [History]
An incident twenty years ago in which the power of the Four Great Spirits vanished. Since then, humans have been unable to summon the Four Great Spirits. This was caused when Mira was born accompanied by the Four Great Spirits.

The Mad Cry of Love [Item]
A collection of poems Rowen wrote in his youth. It is said to be a wonderful work that cries out love and anguish, overflowing with overly youthful passion.

Krusnik [Personal name]
Riese Maxia is said to have been the first human living in Azure as well at the time of Maxia's creation. She is called the "Sage of Creation."

Krusnik's Spear [Item]
The massive black box (Jin). It bears the name of the spear said to have been wielded by Krusnik. It can absorb and store surrounding mana and operates using that mana as fuel, and it was built by Jirand using Nahtigal. Mira and the others thought it was a weapon, but in reality it is a device that cancels out spells. It is modeled on the original developed by the Elenpios army 20 years ago to break the Boundary Shell (Shell).

Crane K. Schaal [Personal name]
Lord of Karahashaal. He was conscious of his responsibilities as a lord and enjoyed the deep trust of the people. He was assassinated after resisting Nahtigar, who sought to impose a dictatorial rule.

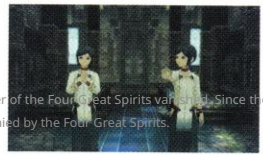
Reiryoku Field (Gate) [Organ]
One of the organs of the brain. All living beings such as humans, animals, and monsters of Riese Maxia

From here it emits mana and grants it to spirits to wield spirit arts. Incidentally, the brains of the Elenpios people also have a spirit-power field, but theirs are degenerated and cannot emit mana.

Splendid Nanako [History]
The seven sons of Krusnik, the sage of creation. In Ajure, it is believed that these sev

Golem [Item]
Weapons created by the Lashgar army using earth spirit arts. Under certain spiritual conditions, they nullify most attacks.

Sa-gyo
Church in the Zaira Forest 【Place】 A church located in the Zaira Forest. The shrine maiden sisters Tis and Pater live there. The two are said to be incarnations of the Lord of the Underworld who was once sealed by Maxwell.



Samangan Sea Port 【Place】
A port east of La Sugar. Because Samangan is a calm nature and has a mild climate, it is an ideal place to dock and take a break.

Samangan Arboreal Realm 【Place】
A primeval forest spreading near the Samangan Highway. There is a legend that those who step into it will never be able to leave.

Shi Boundary Shell (Shell) 【Technique】
A barrier technique that covers all of Riese-Macia. Two thousand years ago, Maxwell cast it to separate Riese-Macia from Erenpios. Twenty years ago, when the people of Erenpios attempted to invade to draw mana from Riese-Macia, part of it was broken. It disappears if its caster, Maxwell, dies.

Jet-Black Wings 【Organization】
A duo of thieves wearing jet-black feathers said to bring good luck to their bearer. They acted as righteous thieves across the land, but one of them stole a jet-black feather and became a robber. The remaining man collected jet-black feathers, trying to stop his former partner's rampage.

Jao 【Person's Name】
Real name Ortega Kitaru. Four-Symbol Blade (Fōvu)
One of them, nicknamed "Immovable Jao." Feared by those around him for his large build and his supernatural ability to command monsters, he lived as a bandit. After being defeated by Gaius, he reformed and became his subordinate. He has a past in which he drew Elise's parents into a battle that resulted in their deaths, and out of that guilt he cares about Elise. During a battle with Elenpios soldiers in the Faizabird Marshlands, he died protecting Elise.

Shan Dou [Place]
A mountainous city in Azure. Ancestor worship and spirit worship have merged there, and because people believe that strong humans are reborn as spirits, great ancestors represented around the city—particularly stone statues—are objects of veneration. There is an aerial arena where, once every ten years, the tribes gather to compete in a grand tournament o

Jude Matis [Person]
The protagonist of this work. Calm and intelligent, he is kind-hearted and thinks of others before himself. He is by no means aggressive, but he can't accept the reality of "do it or be done to." He fights using the martial art Sonia taught him as a child. He is skilled at cooking, and his culinary talents are highly praised within his group. Because his father Dirack is Elenpios and his mother Erin is Lise-Maksia, he is actually half Elenpios and half Lise-Maksia.

Beast-Slave Art (jūreijutsu) [Technique]
A type of spirit magic that allows conversation with monsters and animals. The Kital tribe uses this art to tame and command monsters.

Obstructive Qi [Phenomenon]
A cursed substance produced when this world was created. Humans, spirits, and nature all die if they continue to be exposed to Obstructive Qi.

Ziland [Person]
His full name is Zilandor Yul Svent. He serves as the deputy chief of staff of the La Shugar Army, but in fact he is the leader of Arkunoa and used Nahitigarl to manufacture the Kruznik spear. He promoted the Otherworld Furnace project and, as part of that, created the Origin spirit chest (Origin) Celsius. When he fought Jude and the others in Zilnitra, he died from the backlash of wielding Celsius, a great spirit. He is also Alvin's uncle.

Jirunitra [Facility]
A large passenger ship of Erenpios that can carry more than 1,000 people. During a voyage 20 years ago, it was caught up in an invasion plan to break the Rift Shell (Shell) and drifted to Riese Maxia. Since then it has served as Arukunoa's headquarters. Until Erenpios soldiers appeared in Riese Maxia, it had been anchored off the Faizabard mars

and was anchored off the Faizabard mars
hes, which neither country used as a shipping route.

Sylph [Person]

One of the Four Great Spirits who gover
ns the wind. He appears like a boy and
often speaks and acts cheekily, but inwar
dly he is very fond of Mira. He seems to
have a fashionable personality and eve
n ties Mira's hair.

Sylph-like (Silphimodoki) [Creature]

A type of bird. Its spiritual energy field (G
ate) is well developed, allowing it to trave
l long distances using wind spirit magic.
Additionally, it can detect and identify hu
man spiritual fields to locate positions, so it is used as a "Master Pigeon."

Black Box (Jin) [Item]

A device that allows the use of spirit arts w
ithout releasing mana from a spiritual fiel
d (Gate). It enables techniques regardless
of the quality of the spiritual field and has
the convenience of requiring no incantati
on, but it has the fatal flaw of killing spirit
s. In Elenpios it is indispensable for daily li
fe and is also used to treat illnesses and injuries.

The Shocking White Night [History]

Fifteen years ago, the La Shugar civil war
began when the previous king died befor
e deciding on a successor. It ended when
Nahatigaru killed the two elder princes.

Sampu Method (Jintex) [Skill]

Spirit magic caused using the Black Box (J
in). The Elenpios people, whose spiritual f
ield (Gate) had degenerated, call spirit magic this way.

Svent Family [Organization]

A prestigious family of Elenpios. The hea
d became absent due to the Zilnitra inci
dent twenty years ago, and there was a
dispute over succession. The head refer
s to Alvin's father, and Alvin is the legit
imate heir of the Svent family. Incidentally, Jiland is the head of a branch family.

Spirit [Creature]

Beings that feed on mana and are made
of mana, playing a role in circulating natu
re. Those with great power are called Gre
at Spirits, while those with less power are called Minor Spirits.

Spirit Magic [Skill]

A technique that activates when mana e
mitted from the spiritual field (Gate) is given to a spirit, such as creating fire.

They make many things possible, such as
flying through the sky. The more mana t
hat can be released from a spiritual ener
gy field, the more powerful spirit magic c
an be used. In Riese Maxia, nearly everything is managed by spirit magic, forming the foundation of daily life.

Spirit Fossil [Item]

A dead spirit turned to stone. It contains
mana, but it has the characteristic of losi
ng its mana immediately when mined. It
is indispensable for activating Origin Bo
xes (Origin) and medical gintechs.

Celsius [personal name]

An ice great spirit. It follows Jiland, callin
g him "Master" long ago it fell asleep a
s a fossilized spirit, but Jiland revived it a
s an Origin. After fighting Jude and the o
thers in Jilnitra and being defeated, it fel
l asleep again.

Sonia Roland [Person]

Leia's mother. 38 years old. A staff-fighting
practitioner who taught martial techniques
to the young Jude and Leia. She is skilled en
ough to single-handedly and effortlessly de
feat a band of thieves that even the military
struggles with. Not only proficient with sta
ff techniques, she is also eloquent, and her
lectures can last for hours. In every sense, s
he is the strongest presence—so formidable that even the great strategist Roen cannot match her.

Ta-gyo (the "Ta" row)

Great Season [Culture]

Division of seasons in Riese-Maksia. The ye
ar is divided into four major seasons: the Fi
re Season (Ifrita), the Earth Season (Lanom
e), the Wind Season (Rashilf), and the Water
Season (Undis). When a major season chan
ges, spiritual forces also shift. At the transit
ion between major seasons, a strong wind called the Change Season Wind blows.

Tatar Abyss [Place name]

A cave in Elenpios where a source of cor
rupt energy lies beneath the ground. Lo
ng ago, the spirits sealed away the corr
uption, but after many years the fire an
d water seals were broken and the corr
uption vented forth. It was sealed again
by Mira and the Four Great Spirits.

Tibo [Person name]

Elise's closest friend. A stuffed toy that ca
n speak and can also store objects inside i
ts mouth. In truth, a third-generation

The booster-type spirit enhancer is reactin
g to Elise's heart and speaking.

Dirack Matis [Person's name]

Jude's fat
her. 47 years old. He runs a clinic in Le
Ronde. He came from Elenpios 20 years
ago and is an Elenpios native who onc
e belonged to Arcnoa. He met Erin and
decided to live in Riese Maxia. His uniq
ue treatments, which use knowledge fr
om Elenpios, have become rumored ev
en in distant places. He cares deeply for
Jude, but because he is inarticulate an
d stubborn, they have difficulty underst
anding each other.

Trigraf [Place name]

A major city of Elenpios. It developed thro
ugh the use of the Black Box (Jin).

Trill [Person's name]

A genius-level beast tamer. Sinking into hi
s own power, he tampered with the beast
s' spiritual energy fields (Gates), created t
he Magi-Armored Beasts, and took part in
the Faizabard Battle, but died in the great
tsunami. At that time his soul was captur
ed by the Golden Magic Swordsman, and
for twenty years he told tales about the M
agi-Armored Beasts at Samangan Sea Sto
p. He was freed when Jude and the others defeated the Magi-Armor

Tros [Organization]

An organization formed by Gaius during
the Faizabard Battle. At that time, Azur's
tribal caste system was strict, so a merito
cratic group was revolutionary.

Drossel K. Scharl [Personal name]

She is the younger sister of Crane, the lo
rd of Karaha Sharl. Bright and kind, she
has led a sheltered life but possesses a s
trong core. After her brother's death, sh
e strives earnestly to fulfill her duties as l
ord and is beloved by the people. She ch
erishes Elise like a younger sister and tak
es her in to live together.

Na-now

Nachtigall I. Fan [Personal name]

King La Shugal. As the third prince with low
succession rights, he joined the military as
a soldier and achieved numerous merits. D
uring a later civil war he defeated his broth
er the prince and ascended the throne. In h
is youth he enjoyed strong popular support
, but gradually moved toward monopolizin
g power and eventually sought to seize con
trol of Liese Maxia. Because he was willing t
o sacrifice the people for his ambitions, he
clashed swords with Mira and Jude. After th
at battle it seemed he might reconcile with
Lowen, but he was pierced by Celsius's ice and died.

Ni-Akeria [Place name]

A small village in Azure. It began when people who worship Maxwell founded a settlement at the foot of the Ni-Akeria sacred mountain. It is one of Liese Maxia's most spiritually stable areas, and the people live a frugal, self-sufficient life while venerating Maxwell.

Ni-Akeria Sacred Mountain [Place name]

The mountain worshiped by the people of Ni-Akeria as a sacred mountain. It is a spiritual zone where four spiritual forces are balanced, and is called "Ni-Akeria Mountain".

Nome [Personal name]

One of the four great spirits who governs the earth. She has a laid-back personality and speaks in a distinctive manner, such as ending sentences with "~desu".

Nor Blaze Cave [Place Name]

There is a cave between the Tourai Cold Plain and the Zaira Forest. Its interior is hot and serves as the lair of a monster called Fire Tigle.

は行

Varmia Gorge [Place name]

A valley located south of Karahashaal. It lies under a rare spiritual influence even in Liese-Maksia, and winds blow there year-round.

Professor House [Name]

Professor Jude. He researched using spirit magic while omitting the exchange between spirits and mana, and his achievements were recognized with the Hao Prize. However, without knowing this, he was connected to a device for manufacturing the Krusnik Spear at the Lafort Research Institute and died; he was 51 years old.

Hao's Egg Theory [Theory] A theory proposed 500 years ago by Dr. Hao. This theory revealed the structure of spirit magic. The outline of the theory is: "If an egg is crushed in an empty space, the cause lies 'within' the egg. No matter how improbable something is, if there are no other possibilities, it can become the truth."

Ha·Mil [place name]

A small village nestled in the mountains of Ajule. It lies within a spiritual zone called the Dawn Region and is constantly bathed in morning sunlight. Fruits such as napple and parenge, as well as fruit wines, are local specialties. La Shugar is pursuing Jude and the others, who have become wanted criminals.

The number of villagers declined due to military intervention and invasions. For a time it became almost a deserted village, but with Ha·Mil's recuperation it gradually recovered.

Baran 【Personal name】

Alvin's cousin. He is an engineer of the Black Box (Jin) and researches the Origin Spirit Box (Origin). He has trouble with his legs and cannot walk without the Black Box. He is cheerful but hard to pin down, and likes to tease Alvin.

Baleng Wine 【Item】 A luminous liquor made in Hamil using Pareng. Bottles aged for more than ten years become an ultra-luxury product called "Moonlight."

Battle of Faysabird 【History】 A great war that took place 20 years ago on the Faysabird Wastes between La Shugar and the Azure allied forces. A massive tsunami struck the battlefield, causing tremendous damage to both armies and leading to the end of the war without a decisive conclusion. Incidentally, this tsunami was caused by the breaking of the Boundary Shell (Shell) by the Elenpios forces.

Faysabird Marshlands 【Place name】

A marshland stretching north of Il Fan. It was once a wasteland, but fluctuations in spiritual energy caused by the tsunami during the Battle of Faysabird transformed it into the current marshlands. The swamps are connected underground and flow like rivers—hence they are called flowing swamps—and if you get stuck and swept away you don't know where you'll end up. When the Great Season is at the ground-field (Ranom), the flowing swamps weaken enough that it may be possible to walk across, but at other times of the

Mana Amplifier (Booster) 【Item】 A device developed by Azure that increases the mana secreted from the spiritual energy field. Effects vary by individual, but there is a side effect of gradually decreasing physical stamina after prolonged use.

Fergana Mine 【Place name】

A mine in Le Rondo. Fossils of spirits can be excavated there, but it is currently closed.

Four-Aspect Blades (Fōvu) [Organization] A unit directly under Gaius, consisting of four members: Wingal, Agria, Plezha, and Jao. Twenty-one years ago during the battle on Shureizu Island, they are said to have annihilated 120 members of the La-Shugar Army's special forces, and as a result are feared. Incidentally, their name comes from the sacred beast Four-

The codename taken from Vno's weapons; Wingar means wings, Agria means n
, Plezha means ring, and Jao means sky.

Plan [personal name]

A nurse from Il·Fan. The daughter of Agria's wet nurse, she was responsible for conveying the information Agria gathered to Ajour.

Preza [personal name]

Real name Gil Ruin. One of the Four Symbolic Blades, nicknamed "Preza of a Hundred Techniques." She previously belonged to the Garbage Squad and used her beautiful appearance and persuasive speech as weapons for intelligence work. While infiltrating Il·Fan she met Alvin and became his lover. However, at that time Alvin was employed by La·Sugar, betrayed her, and disappeared. She still loves Alvin but also hates him because of that experience, holding complex feelings. Like Agria, she died during the battle at the Ni·Akeria Sacred Mount

Helioborg Base [facility] A base built north of Trigraph to research weapons and black boxes (Jin).

Ma-row (characters starting with "Ma")

Maxwell [personal name]

The master of the spirit governing the elements. Mira was thought to be Maxwell, but the true one was on the Path of World Spirit (Ulsskala), watching over the world. Two thousand years ago, to prevent the world's destruction by the black box (Jin), he created Liese Maxia. He intended to isolate Liese Maxia with the Barrier Shell (Shell) until Elenpios perished and the black boxes disappeared. After fighting Jude and the others, he removed the shell and tried to entrust everything to humans, but was captured by Krusnik's spear due to Muse's betrayal. In the end, he was rescued by Mira and the others, dis

Magna Zero [place name]

The otherworld where the Golden Demon Swordsman lives — a place where the minds physical stamina, and the entrance is in the Faizabird M

Magical Armored Beast [Creature]

Six monsters created by a man named Trill. Their spirit-force fields (gates) are enlarged and they grow stronger each time they fight. They generate weapons called magical armor on their bodies.

Mana [Resource]

The root energy of all things. Spirits obtain this mana to circulate nature and to perfor

Miko [Title]

A person who serves as Maxwell's careta ker. Their duty is to protect Maxwell and to safeguard the people of Ni-Akeria. Th e Ival family has served as miko for gene rations.

Muse [Name]

The Great Spirit Maxwell created to protec t Liese Maxia. To fulfill its mission — "eras e those who know of the Shell of the Sever ed World" — it stops at nothing and will co mmit cruel acts without hesitation. It cann ot make decisions on its own; if Maxwell's commands cease, it becomes confused an d loses its anchor, running rampant. After wards it takes Gaius as its protector and b egins acting for his sake.

Mira Shrine [Facility]

A shrine dedicated to Mira Maxwell. A place t hat could also be called Mira's home, where Mira spent most of her time meditating.

Mira Maxwell [personal name]

The protagonist of this work. As the spiri t master Maxwell, he always acts with th e primary mission of protecting both pe ople and spirits. He uses spirit arts of all elements except darkness, and is also ski lled with the sword. His outfit was devise d and prepared by Ibal. He loves eating and is often hungry, so Alvin calls him "i nefficient" in terms of fuel consumption.

| Ya-row (Japanese syllabary grouping)

Jurgens [personal name]

A young man of the Kitaru tribe. Age 21. H e meets Jude and the others while searc hing, on behalf of his tribe, for a strong fi ghter to enter a martial tournament. Pure and kindhearted, even after learning abou t the past of his fiancée Isla, he did not ab andon her when she was gravely injured and continued to nurse her.

World-Connecting Stone (Yoshouseki) [item] A stone that makes it easier to connect th e human world and the spirit world. In Ni-A keria, Yoshouseki bearing the attributes of earth, water, fire, and wind are enshrined.

Four Great Spirits [title]

A collective term for the great spirits that g overn earth, water, fire, and wind. They co nsist of Ifrit of Fire, Undine of Water, Gnom e of Earth, and Sylph of Wind. They have ac companied Mira for twenty years and are li ke family. Mira calls them the "Four Greats" (Shidai).

| Ra-row (Japanese syllabary grouping)

Rakorumu Harbor [Place Name]

A port in central Azure. Because it sits within the spiritual energy of dusk, it is always bathed in the setting sun.

La Shugar [Place Name]

A great nation occupying the southern part of Riese Maxia, characterized by a warm climate and fertile land. Spirit magic is well developed, with spirit mages making up a large part of the military and active research taking place. Politics were conducted by a nobility-centered parliament, but after Nahtral ascended the throne the parliament became a mere formality, allowing autocratic rule.

Rafort Institute [Facility]

An institute for spirit magic research in Ilfan. The Krusnik spear was manufactured here, and many people were sacrificed for experiments.

Riese Maxia [Place Name] A world creat ed 2,000 years ago by Maxwell. Mana is exchanged with spirits via spirit fields (gates), and humans and spirits coexist. Extensive use of spirit magic has cause d a severe imbalance in spiritual energy , which some researchers have identifie d as a problem.

Liberty Rock Sink [Place Name]

A rock sink north of Shandu. It has beco me a lair of monsters now, but once hou sed a booster research institute where El ise lived. Under Arkunoa's orders, Alvin in filtrated it and looted the research data a nd boosters, which led to the institute's c losure.

Ring Beyond Reason [Item]

An ornament in the church of Zaira Forest. Using 23 orbs (spheres), it represents the three principles that make up the world: sp irits, humans, and souls. Sealed within was a messenger of the King of the Underworld.

Six Houses (Rikuke) [Organization]

Among the nobles of Rashugal, a general t erm for particularly high-ranking families. The six are the Fan family, the Travis famil y, the Sharl family, the Ilbert family, the Z ner family, and the Garniya family.

Lirial Orb [Item]

A tool that awakens human latent potential . By fighting, one grows and can acquire fu rther abilities. It can also sense the conscio usness of companions and resonate (link) with them. Discovered thousands of years ago, humanity was able to fight monsters f or the first time after obtaining the Lirial Or b. In truth, it is part of the Golden Magic S wordsman's body, scattered by him so he c ould gain human combat knowledge.

Le Rondo [Place Name]

A town on an offshore island of Rashugal. It lies on the border of a night-region, where you can see the strange sight of starry sky a nd blue sky intersecting. It once prospered because ore was mined from nearby mount ains, but recently mining has declined and many tunnels have been closed.

Leia Roland [Person Name]

Jude's childhood friend and an apprentic e nurse at the Matis Clinic. She has practi ced martial arts with Jude since childhoo d and is skilled in staff techniques. Cheer ful and hardworking, she has feelings for Jude and hopes that expressing them wi ll also become his strength. She likes unb ea dishes such as fruit yakisoba and cr eam croquette parfaits.

Rei (Spirit) [Phenomenon]

The imbalance of the power of spirits. Using a large amount of spirit magic causes an imbalance, changing the surrounding nat ure and climate. Areas where the night is l ong are called "night regions," while areas where the morning is long

Leticia [personal name]

Alvin's mother. 46 years old. After driftin g to Liese Maxia she endured many hard ships and fell ill, to the point where she n o longer recognized that Alvin was her s on. From time to time she would regain c onsciousness and noticed that Isla was tr ying to poison her. She left a letter askin g Alvin to "set Isla free," and died after e ating a dish that had been poisoned.

Roen J. Ilbert [Person's name] An elderly man who serves as the butler of the Schar l family. He was originally the chief of staff of Rashgar and is nicknamed the Conduct or. As a legendary military strategist, he p ossesses extensive knowledge and keen a nalytical skills and masters water and eart h elemental magic. He often lightens the a tmosphere, and his sewing and tea-brewi ng skills are considerable. His favorite food is mapo curry.

Rondau Tribe [Organization]

One of the two major tribes that once rul ed Ajule. It had a strict class system, polit ically and culturally dividing the upper tri bes and lower tribes. When the chieftain Wingal became a subordinate of Gaius, t he tribe was disbanded.

わ行

Wyvern [Creature]

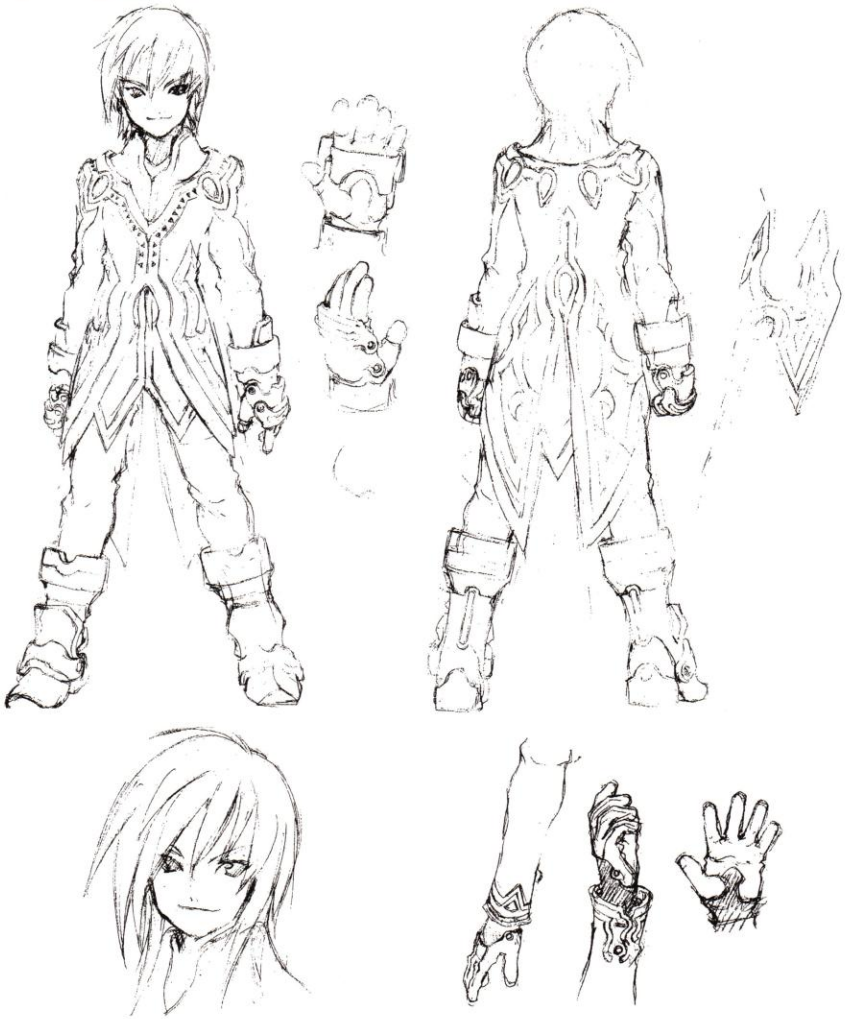
Monsters inhabiting the Azure Border. They can fly and are intelligent, but require speci al techniques to train. They can use wind spi rit magic to hear sounds from afar.

Illustration Gallery

We are releasing illustrations of characters, towns, items, and more all at once. This includes artwork seen in the game—such as
as well as many rough sketches being revealed for the first time, so please take your time and enjoy them.

Mutsumi Inomata Ryōsuke Fujishima rough illustration

Jude (Kousuke Fujishima)



• Mira (image)

The colors are also tentative
I tried applying them.
The red areas have become a little brighter
and the color chart you provided
matches the image.
You may have become different.
Perhaps
.
Not very
mixed
It seems not
like

I removed the hair ties that were knotted
It feels like some Akimiya spirit power is overflowing
and fluttering up.
That's the feeling.
Ah, exciting light?

The one attached to the neck choker
You are from somewhere
Power

tied together
noha kumihimo

It is tied on the plum side.

Is it a shoelace? T
here is a thin st
one attached whi
ch serves a defensive role like a sandal strap or something, though...

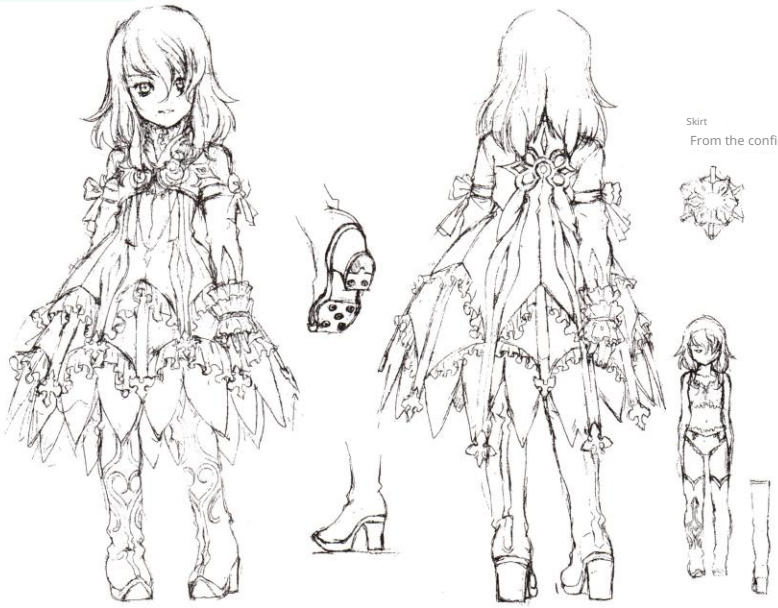
The second one
The back is open.
It is present.
Around here on
the area closer to
the foot, it is wrapped casually in a swirl. You can't see
Coming from above
as well
Somewhat

It says NEW.
Put on it.

Basically
The side of the hand
(Little fi
nger sid
e) is lace
d up. I thi
nk it will sl
ip if you twist your hand.
Anti-slip?

Alvin (Kōsuke Fujishima)

Elise (Kōsuke Fujishima)

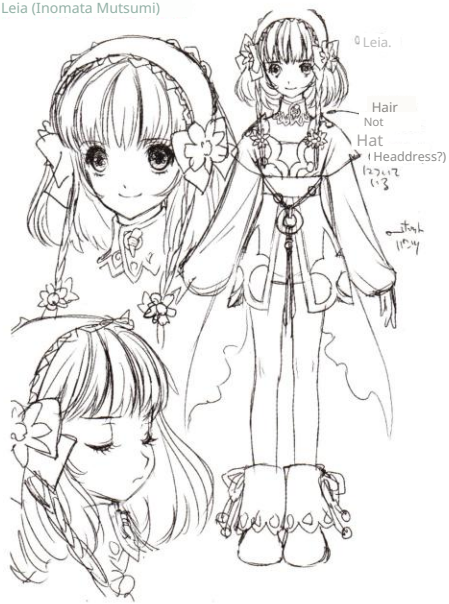


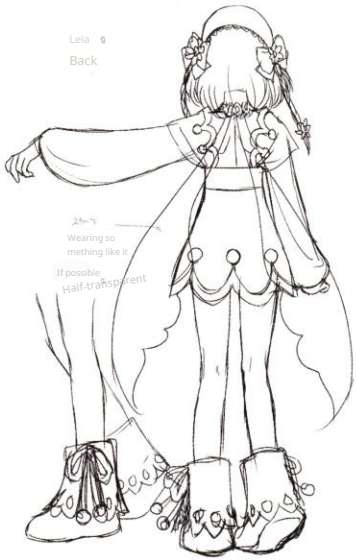
Skirt

From the configuration above

←kami no kane
ushiro de
Hittsame

Leia (Inomata Mutsumi)





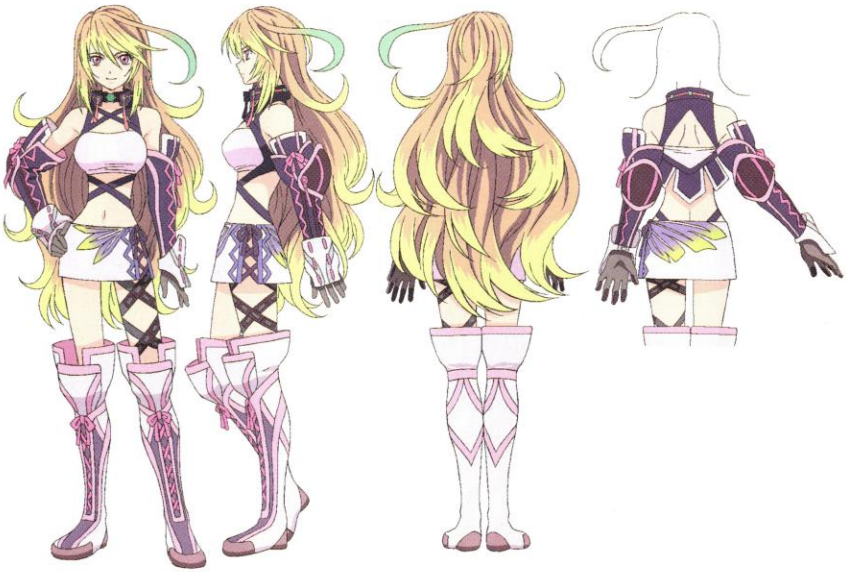
Muzée (Fujishima Kousuke)

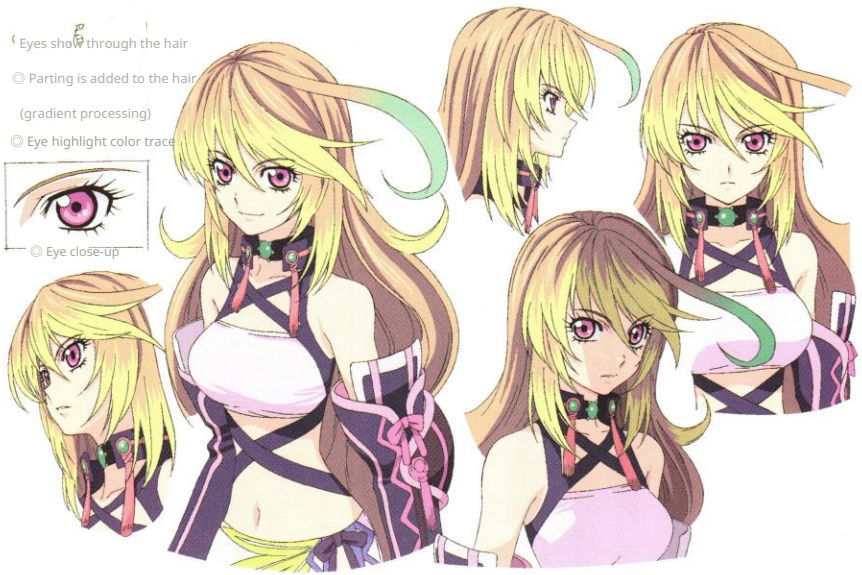
Gaius (Inomata Mutsumi)

ufotable設定画

Jude

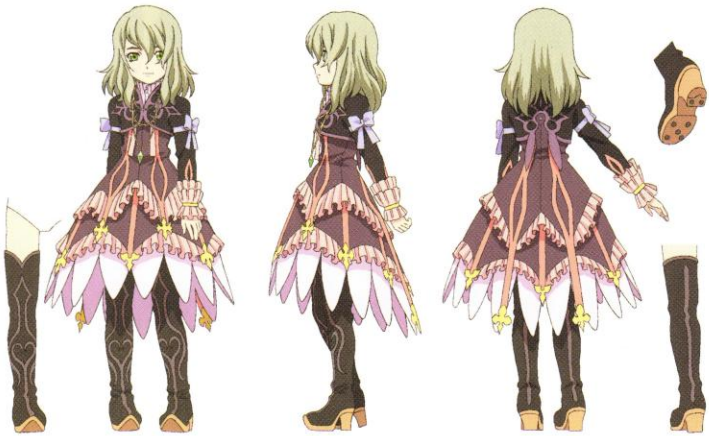
ミラ




Eyes show through the hair
◎ Parting is added to the hair
(gradient processing)
◎ Eye highlight color trace
◎ Eye close-up

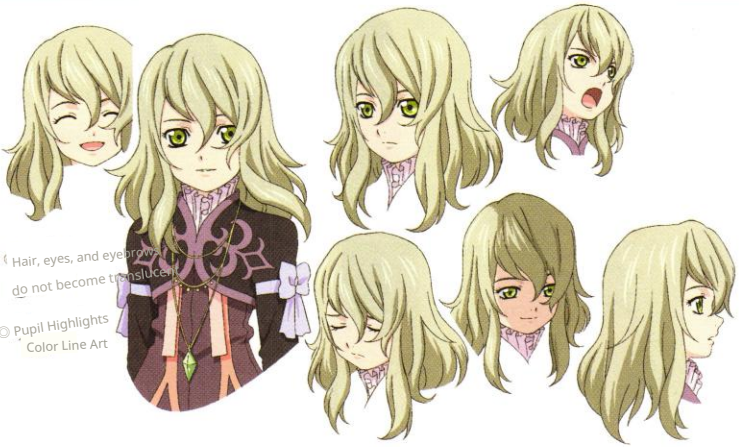
Alvin

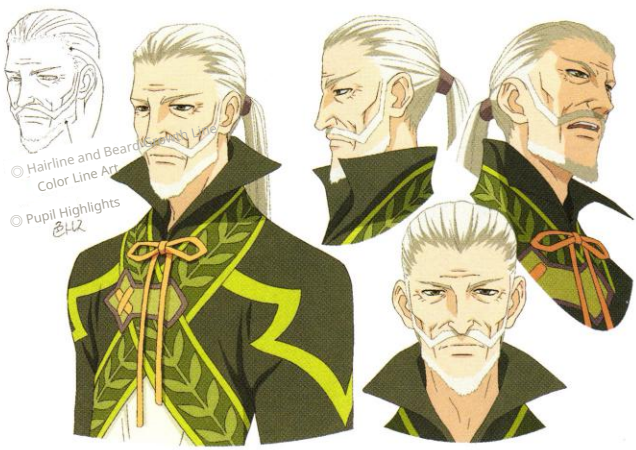
Elise



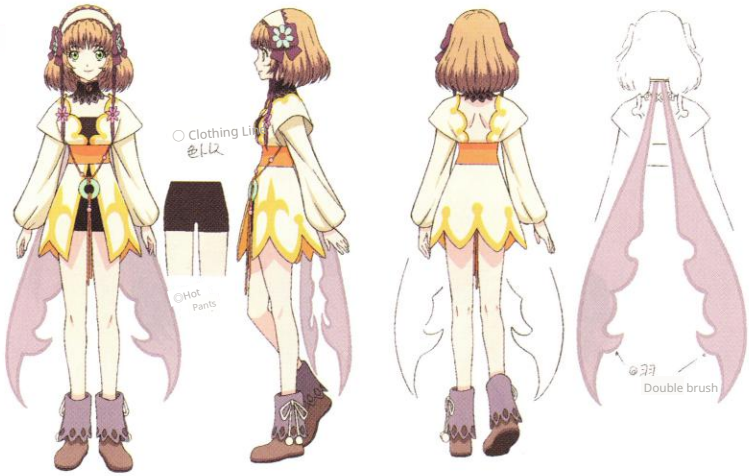
Lowen

◎ Eye Highlights
Color Line Art


Hair, eyes, and eyebrows
do not become translucent.
◎ Pupil Highlights
Color Line Art

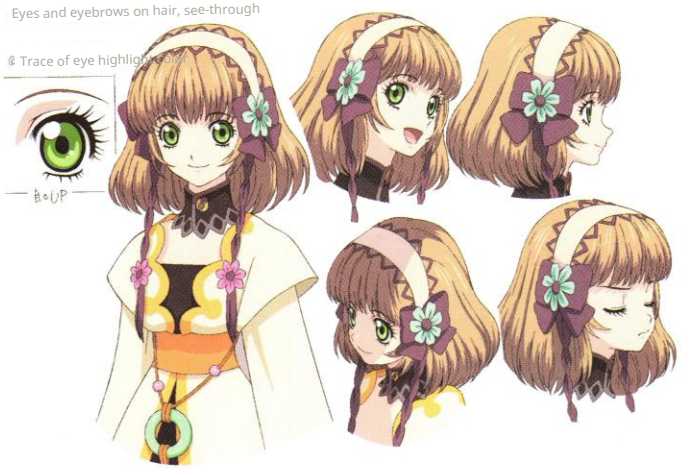

◎ Hairline and Beard
Color Line Art
◎ Pupil Highlights

Leia

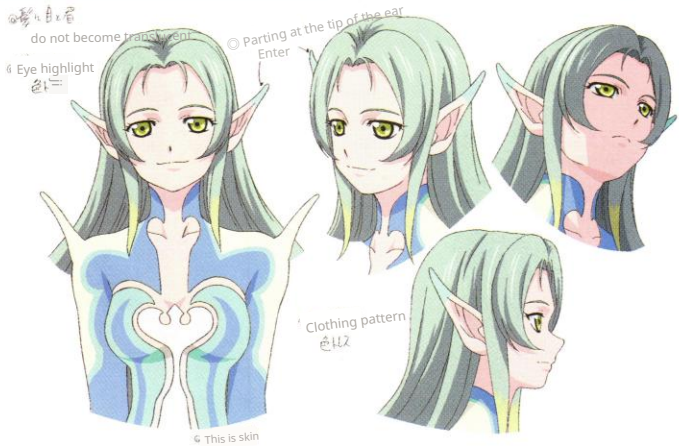


Gaius

Muse


Eyes and eyebrows on hair, see-through
Trace of eye highlight
自UP

do not become translucent


do not become translucent
Eye highlight
Parting at the tip of the ear
Enter
Clothing pattern
This is skin

Status illustration

Jude

Mira

Alvin

Elise

Lowen

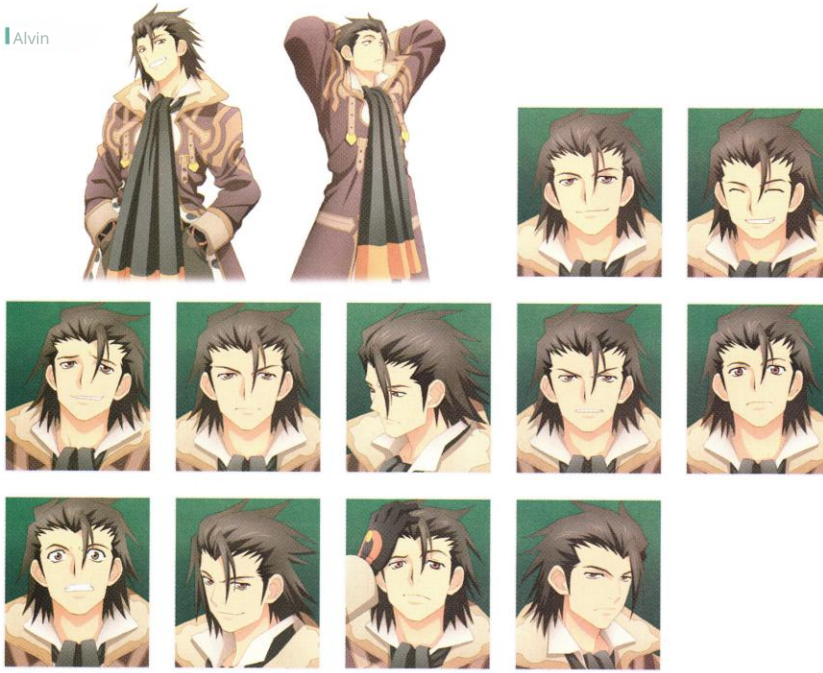
Leia

Face Chat

Jude

ミラ

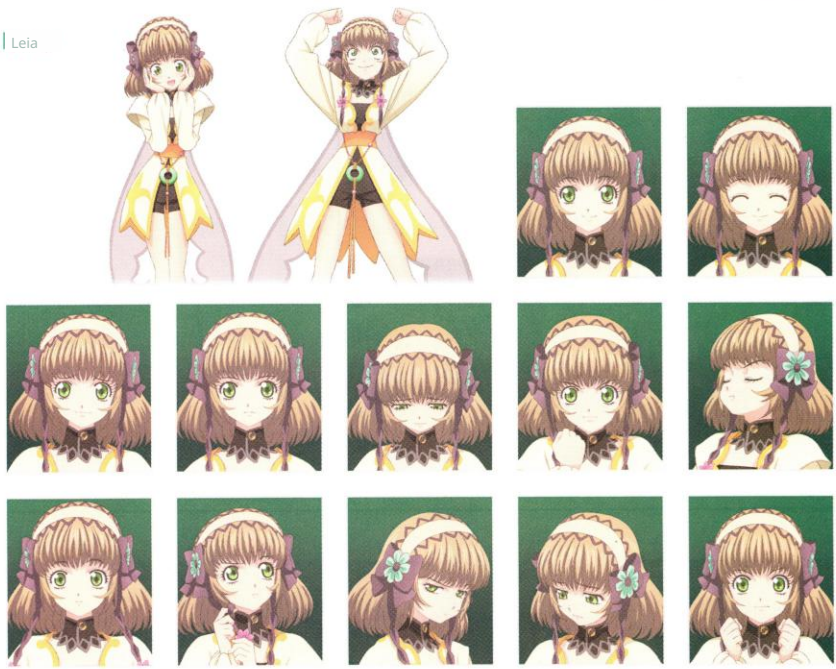
Alvin



Elise

Lowen

Leia



Tipo

Muse

Ifrit

Undine

【Gnome

Sylph

Drossel

Fighting Chat

Jude

Mira

Alvin

Elise

Tipo

Lowen

[Reia]

Gaius

Muse

Agria

Preza

[Jao]

Wingar

[Ival]

[Nahathigar]

Jiland

Maxwell

Celsius

Secret Ultimate Cut-in

[One strike (Killing Theatrical Dance Fist)]

[Three (ōsō-yy]

[Fusan (Tiger Fang Break·No.)]

Alvin (Expendable Pride)

Elise (Liber Golland)

Loewen (Grand Finale)

Leia (Active Extending Staff · Kagura)

Muse (Event Horizon)

Gaius (Heki · Demon King Sword)

Agria (Logis-Eater)

Prezza (Dragoness Sneaker)

Jiao (Gouma Ryūshōdan)

Wingal (Lightning Nova)

Ibal (Twin Fang Radiant Rupture Formation)

Nahtigal (Demon's Lance)

Maxwell (Elemental Meteo)

DLC Costumes

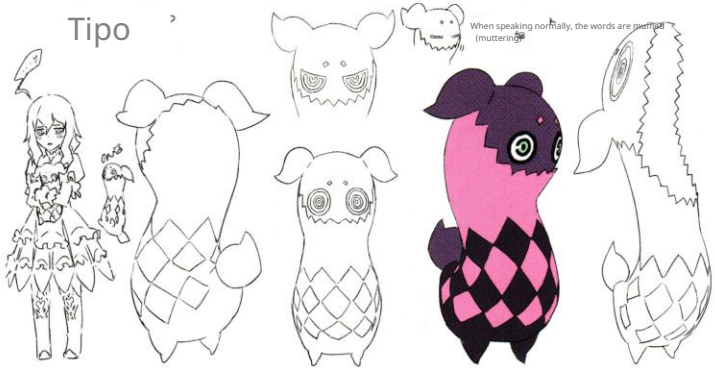
TOX School Costume Proposal ☆Private Exalia Academy☆

Treating it as contemporary, detached from the game's worldview
and hinting at their roles within the academy while revealing how characters' personalities affect how they wear their uniforms, slightly altering the de

Butler & Maid costume 2011
(More ornate than an actual butler, so aside from accessories the color is white)

TOX_DLC swimsuit proposal

Tipo



After Gaius transforms

Gaius's weapon

Agria

Agria's weapon

Preza

Preza's weapon

[Jao]

Wingar

Ibal

Crane and Drossel

[Nahathigar]

Nachtigal's weapon

Jiland

Ifrit

Undine

1 Sylph

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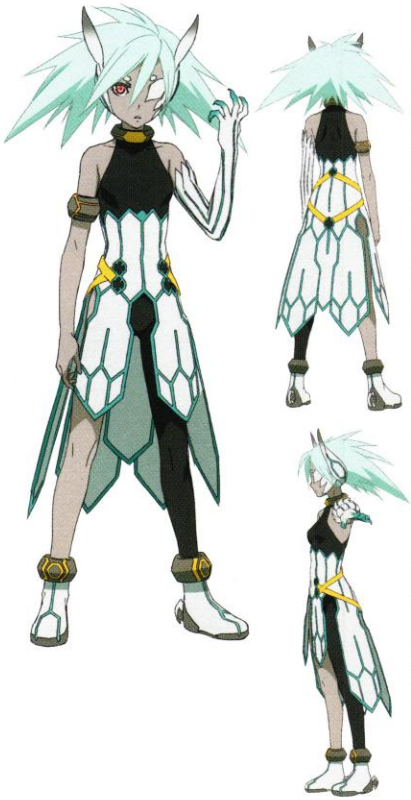
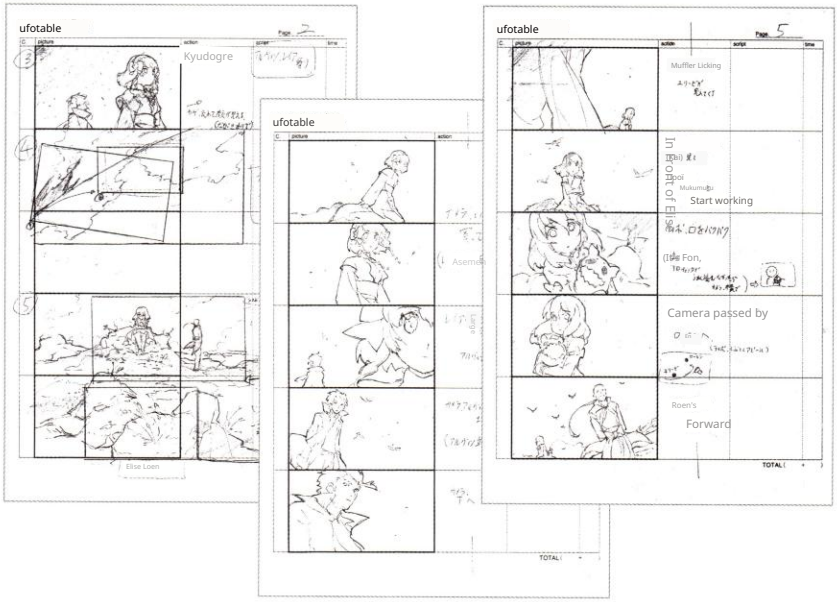
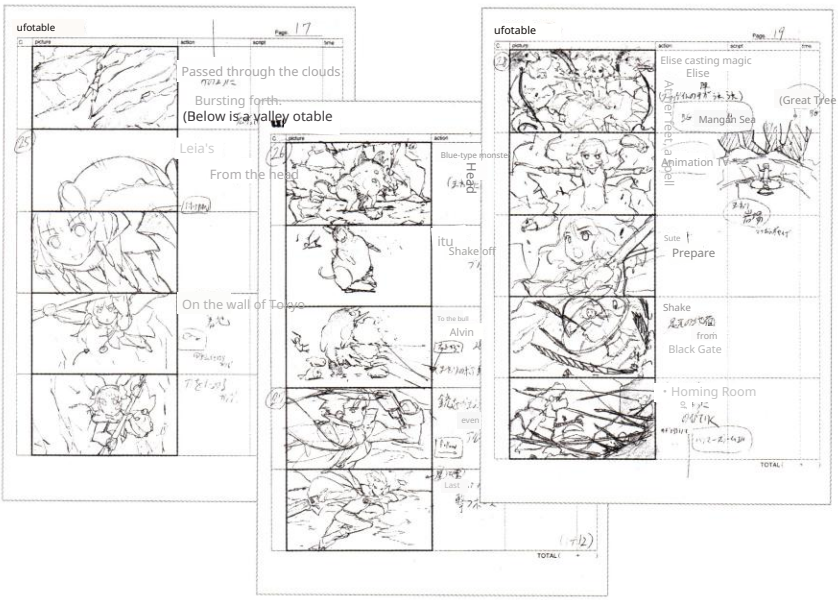


Volt

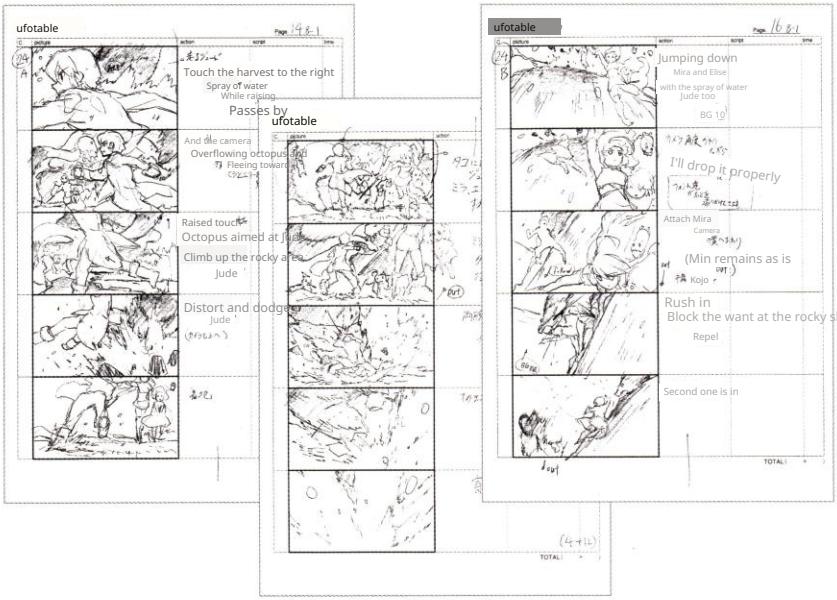
Opening Storyboard (ufotable)

Common Sections

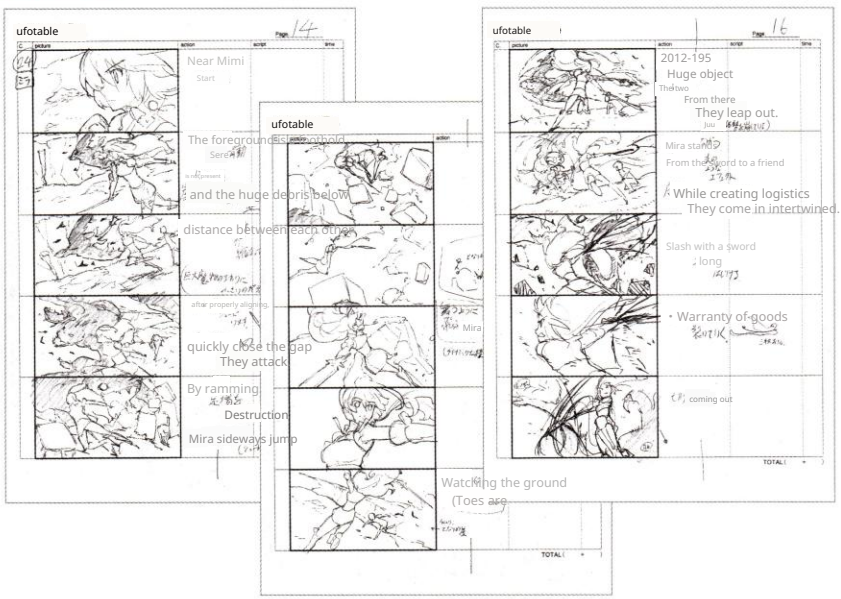




Jude Version

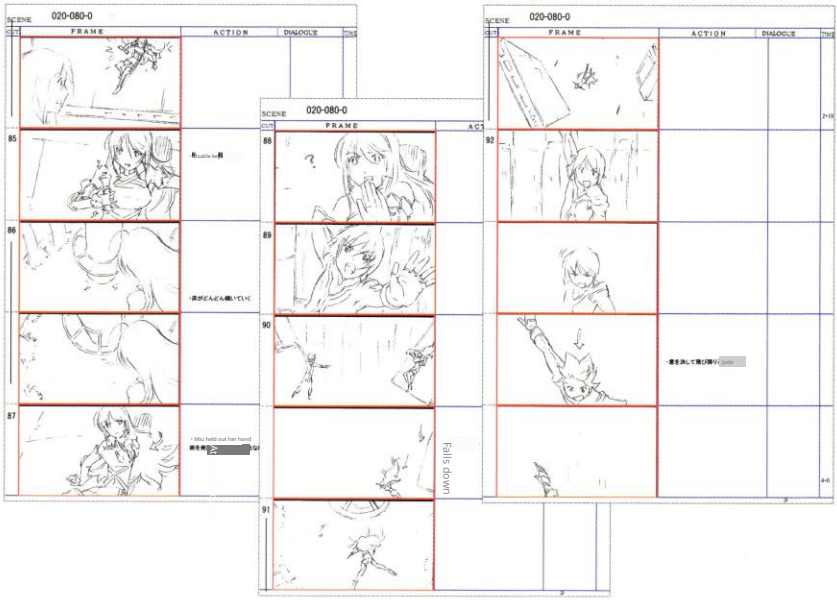


Mira Version



Event storyboard (Bandai Namco Games)

【Part 1 Lafort Research Institute 7



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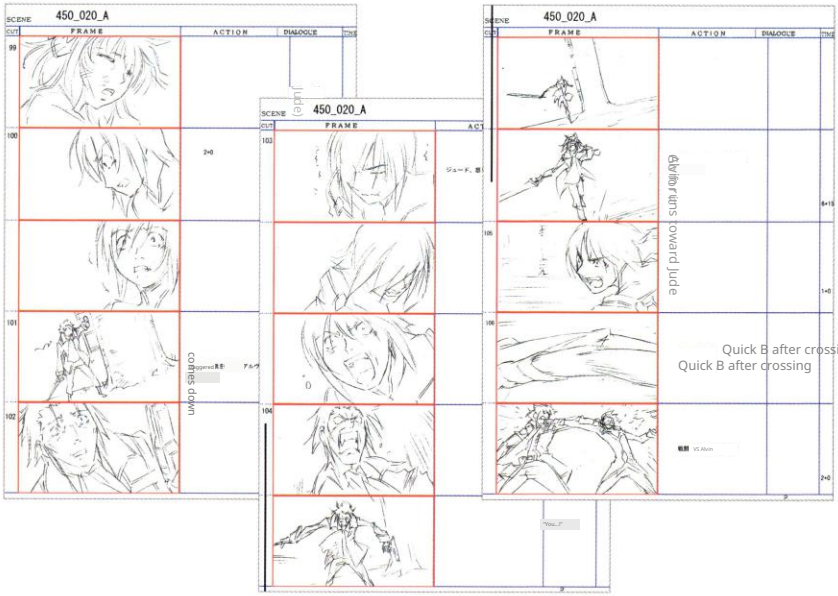

[Liese Maxia Script

Soso Induction

Erenpios Script

Haoli Zhangjia Bo Ma Fa Xing

Tales of Mobile

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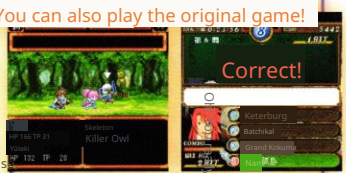

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Interview #01

Producer & Director

We conducted a surprise interview with Producer Baba and Director Miyadera, the creators of "Xillia"! They spoke at length about their thoughts and hopes for the Tales Of series' 15th-anniversary title.

"15th Anniversary" Commitment

— How did development of this single title get started? Baba: With Miyadera, it goes back three years... While we were producing "Tales of Hearts," we gradually tossed around ideas for the next title. Then we thought, "Maybe, timing-wise, this will be the 15th anniversary title." If that's the case, I wanted to do a collaboration we've never done before between Fujishima-sensei and Inomata-sensei. So I suggested, "If they're going to draw for us, let's go with dual protagonists," and we moved the discussion forward from there. After that, we talked with Anabuki (the battle planner on this project) about the battle system, and since it's two protagonists, we decided to come up with combat that the two of them could enjoy together, and gradually worked out the specifications.

Miyadera: Before we even decided what kind of game to make, there was already the idea of asking both sensei to be involved. That served as the pillar for getting started.

— How did you decide which characters each of the two sensei would draw?

Miyadera: We discussed among the team which characters previously drawn by the sensei had been popular with users or felt like the best fit, and decided together. Generally everyone agreed — like, "When you think cool women, it's Inomata-sensei, right?" or "For cute young girls, it's Fujishima-sensei, right?"

Baba: Yes, opinions on that didn't waver. Which illustration was completed first?

—

Miyadera: I think Mira was first. Elise was also quick.

— Baba: The ones that required the most revisions were Gaius and Rowen. Rowen (drawn by Inomata-sensei) was tricky because it was hard to balance

- As a 15th anniversary title, were there any particular aspects you were especially particular about?

Miyadera: The concept for this work was "the joy of choice," and we've pushed forward with that idea. By "choice" I mean not only the story choices Jude and Mira make, but also choices in the game systems like combat and the growth of the Lilial Orb — there are choices in many places. We w

—— By the way, it seems that elements like Nam Islet and the hot spring event were rather lacking this time.....

Babajō (馬場): This is a title commemorating the 15th anniversary, so the premise was that we first had to deliver what a game should convey and create a properly structured RPG. Events like Nam Island or the hot spring are usually added as bonuses, but more than that, we felt we had to properly make the main story. In particular, this time there are Mira's perspective and Jude's perspective, and even when creating a single event, it differs depending on whose viewpoint it is. That requires about twice the usual effort. It took roughly three years to produce "Xillia," but our priority was, as a premise, to present a high-quality game and story. The truth is that we focused on that.

Miyadera At first, there was a discussion of "Should we prioritize quality, or focus on the extra plus-alpha parts?" and the conclusion this time was to thoroughly pursue the quality aspect. Conversely, the playful elements included up until now felt like they were made only with spontaneity and momentum.

—— This time, I felt that the worldview had been crafted with a great deal of care.

Baba: That's right. We created each town with its own concept, and we also properly created a set of characters matching the world's atmosphere—covering all 50 kana.

Miyadera: Art director Okumura was very particular about it and said, "I'm making it so please wait. I'll definitely make it!"

When I asked Baba, "Why are you so particular about it?" he said, "When we did Tales of the Abyss, the Phonic script was deciphered quickly. It's not that I think it's better if it's not deciphered, but as a creator I want users to understand that we put meaning into it, so this time I want to make it properly as well."

——Then, Wingar began to speak a peculiar language called Rondau

Is choosing/eating that also one of your particular preferences?

Miyadera: At first there was no such setting, but the scenario team came up with the idea of "wanting to make the language a little different." So they took the Mellics langua
eated in "Tales of Eternia," customized it slightly, and cr
eated the Rondau language.

The language being spoken is Rondau. When using the (tar) it speaks Wingar increases spirit strength (boost).

Character Origin Story

-I would also like to hear about the setting aspects including the character's appearance. I thought Jude's slanted eyes were unusual for a protagonist.

Miyadera: Jude is written to feel gentle in the setting, but if his appearance were also weak-looking it wouldn't be very interesting, so we made some slight adjustments. For the two protagonists, basically Jude is a character who evokes a sense of motherhood, while Mila is set to evoke a sense of fatherhood, and we asked each respective artist to reflect that.

—— Mila definitely has long hair and a distinctive "ahoge" (cowlick), right? Miyadera: The hair was difficult. For hair with that much volume, we'd normally ask the artist to tone it down a bit, but this time, as the spirit's master, we concluded that we couldn't remove that hair. So we repeated adjustments over and over. I think we were doing fine-tuning up until around April or May this year.

Baba: I think we gave a lot of adjustment instructions. Speaking of hair, Muse's is pretty amazing too.

—— How about Alvin?

Miyadera: Alvin was the only character who turned out exactly as originally conceived. The initial concept was "going here and there doing something"

Racecourse **Hero (BANDAI NAMCO Games)**

He has worked on numerous "Tales of" series and serves as producer on this title as well. His favorite scene is when Alvin and Leia talk for the first time in a long while before heading to Seisei no To (Urskara). He says, "That human-ness gives me a jolt."

The work in which we have packed everything we can do now is "Xillia".

He was set up as a "I don't really get it" kind of character. He wand ers about, searching for his place in the world, so Alvin gives off a n aturally calm, settled impression.

The illustration by Baba was approved smoothly. The only thing I h esitated about when asking the teacher for revisions was the color of the scarf. I wanted to include the orange that symbolizes Arcuenoa.

—— How was Elise?

Elise Miyaji was the character whose design was decided the l atest within Tales Studio. This time the character proportions were raised, giving a more realistic feel, so we hesitated to make her too childlike because it would look awkward in batt les and such. Well, in the end we thought, "It should be fine f or the Tales Of series" (laughs). We included something a littl e unusual, like Tipo, so she wouldn't come across as a girl wh o fights in a completely conventional way. Baba: There were no changes to Elise's illustration. It's something Teacher Fujis hima excels at, so it had a steady quality. Miyaji: Also, regardi ng Leia, the only thing initially decided was that she was Jude' s childhood friend. From there we aimed for the most ordinar y—rather than burdening her with something strange—a cha racter whose growth is easy to see: "working hard for the per son she loves."

Baba: However, Leia's personality was slightly changed part way through. At first she wasn't such a lively girl. But becaus e the whole party felt a bit gloomy, taking her role within th at group into account, we made her a more bubbly characte r.

—— Was there a reason you decided to include an elderly c haracter like Rowen (62) in the party? Miyadera: Half-joking ly I said, "How about a grandpa?" and he replied, "Wouldn't that be interesting?" (laughs).

Baba: In the "Tales Of" series' party, there is always a "guide" fig ure, and I thought the words of someone who has accumulated many rings of years would give a different kind of weight compa red to previous guides. But if that were all, Roen's reason for exi sting would become difficult to justify, so I added flavors like he used to be a military strategist, or that although he's a butler, he 's not a stiff person and has a playful side. Roen is a character w ho, the more you chew on him, the more flavor he reveals.

I'm really glad it turned out that way.

Miyaji: There was also the idea of making her Grandma, you kno w (laughs). If there's a demand for it.....

Baba: If you think about it straightforwardly, the first thing that c omes to mind is a witch.

—— Miyaji: Gaius, who also looks cool, will probably beco me popular, right? Baba: Yes. There are, of course, things about his position and what he carries on his back, and thi ngs we want to express through him, but when I checked t he anime movie that ufotable made, there are scenes so c ool that you think, "Whoa, this will just eat Jude up!!".

Miyaji: Gaius is actually the most sensible one in what he s ays. Jude and the others are, in a sense, full of idealism an d kind of naive. Gaius is the one who says the things that players are likely to think.

Baba: Exactly. That's precisely why the role and humanity we e ntrusted to him are not absolute evil.

Miyaji: In previous titles there were many characters who were "not absolute evil, but still did bad things," but this time it feels like sound arguments collide with each other.

Who is your personal favorite character? Miyaji: Every character has been created through trial and error, so they' re all important. But if I have to choose, it would be Milla. It' s a little different from simply liking her personally—I have messages and feelings I want users to receive from Milla. Al so, Rowen. I was the one who half-jokingly first said, "How a bout an old man?" (laughs). I was also the one who named him Rowen. I'm basically their parent for life.

Miyaji: I'm a bit worried, thinking, "I wonder if everyone will act ually use them in battle?"

—— By the way, from a male perspective, which do you prefer: Milla, Elise, or Leia?

Miyaji: Well... Milla is visually attractive—she has a very nice body line, I think (laughs). Did you ask Inomata-sensei to d —— o that?

Miyadera Naoto (Namco Tales Studio)

As the director of this work, he is resp onsible for managing the developmen t staff at Namco Tales Studio and so o n. His favorite scene is when Milla, wh o had once died, regains her previous memories. "It's even better after seein g Jude's route," he says.

We hope you can feel that it was made with particular care and attention to detail.

Baba: I didn't ask that much this time (laughs). Mira is se

If it ends up looking like a cutesy assigned character, I fe el it would be too blatant for the protagonist... That's wh y I keep a bit of cuteness in the facial expressions. As for personality, I like Leia. Energetic kids like her never get boring to be around and seem fun. Also, part of me thin ks, "Come on, Jude, notice her already."

Commitment to Sound and Visuals

——Please tell us roughly how Ayumi Hamasaki came to be in cha rge of this game's theme song.

Mr. Baba: I have been listening to Ayumi Hamasaki's so ngs a lot since her debut, and she always writes her ow n lyrics. She has consistently written lyrics that deliver a strong message to young people and resonate in the h eart. For this theme song as well, the desire to "put a m essage into the lyrics" was strong, so we asked her. We provided materials such as the world setting, synopsis, and character profiles, and explained "this is what we want to convey, and we want these keywords included." Based on that, we proceeded with exchanges.

—— Were there various developments on the way to compl etion? Baba: Yes, that's right. Everything that came up was all words from Hamasaki. We had grasped what we wanted to convey in "Xillia," but she fully incorporated that into her own world. We discussed many things about the songs as well, sometimes talking on the phone for hours late into th e night. After all, since this was a collaboration, we didn't w ant to take the approach of simply saying, "We'll use the so ngs you made over there." Hamasaki is, of course, a leadin g diva representing Japan, but without being intimidated b y that status, we communicated what we wanted to do, got her understanding, and asked her to create something that fit the world of "Xillia." As a result, she produced a very goo d song for us. Also, when we put the outfit Hamasaki wore on stage onto Mila for the CD jacket, she herself said, "Nice. " Actually, it was Hamasaki who chose that bunny costume.

—— The moment that outfit's image was released, it drew reacti ons in many different places, didn't it?

Baba: It must be irresistible for boys who like horses. Well, I find it irresistible too, yes (laughs).

—— Another appealing aspect, the animated movie sequences, also felt more numerous than before.

Baba: That's right. This time it's roughly a total of a little over 35 minutes. Miyadera: Previous animated movies w ere used to supplement things that couldn't be expresse d in regular event scenes, like huge objects falling or flyin g, so there weren't very detailed motions. There haven't been many animated movies with so many characters ap pearing like this one, so I think that might be why it left s uch a strong impression.

The opening is spe ctacular. The movie is comb ined with Hamazaki-san's song and motion

Baba: Kondo-san (President and CEO of ufotable) told us off quite a bit. He said, "You give instructions and make things as if you're strangling with a silk cord." I think yo u'll see when you watch it— even the grass on the groun d moves. He said, "We want to be particular about thing s down to that level," and I think we pushed ufotable ha rd. But because of that, we were able to create images o f the highest quality.

——The reaction when the opening movie played at "Tal es of Festival 2011" was amazing, wasn't it? Baba: A ctually, that was finished at the last minute the day befo re, but I'm really glad it made it in time.

Miyadera: It was nerve-wracking, wasn't it?

Baba: Yeah. I was watching from the stage, and some fa ns were crying. That made me very happy. Among the "T ales of" series' animated movies, I think the highest quali ty is the opening of "Destiny." But I feel like this time we made an animated movie that can rival that.

As the culmination of the "Tales of" series

—— Lastly, please give a message to the readers. Baba : "Xillia" is a 15th-anniversary title filled with the staff's f eelings. As a piece of game content and as a culminatio n of the "Tales of" series, it's a work we're confident in because we packed in everything we could do. I hope y ou play the game while sensing the thoughts of each st aff member who worked so hard. Also, because you all love the "Tales of" series, we can keep moving forward. First, please play "Xillia," and then maybe play the "Tale s of" titles you haven't tried yet, or tell your friends, "Xill ia was fun"—that would make us very happy.

Miyadera: Until now, I thought "Vesperia" was the culminatio n of the "Tales of" series. However, after making this one, I fe el that "Xillia" might be the true culmination. It's become ver y easy to play while still enjoyable in the same way as before. We've preserved what should be preserved and changed wh at should be changed, so I think it will be a title anyone can e njoy. Also, if possible I'd like players to play through a second time. There are subtle gimmicks that you might not notice o n the first playthrough, so please play a second time and enj oy playing as both protagonists.

Interview #02

System & Battle Team

Exemplifying systems such as Resonance Arts and Lリアル Orb, Exilia introduces many new systems. Representing the staff who developed them, Mr. Anabuki, Mr. Tanaka, and Mr. Yamase share their stories of hardships and memories.

A system that culminates 15 years

—— As a 15th-anniversary title, I heard you were mindful of making it easier for new fans to get into.

Tanaka: At first, we aimed to implement the most cutting-edge specifications available at the time. This is a scrapped idea, but there was even talk of making battles seamless. However, it turned out to be technically difficult. So we proceeded by adding new elements while further enhancing the parts we had carefully developed up to now.

—— What did you pay attention to when creating the battle system? Anabuki: I was conscious of not making it too difficult. Also, when linked, characters will automatically chain attacks just by performing normal attacks, but we were mindful of making it feel like you are "fighting together" simply by holding down buttons. Yamase: The feeling of fighting together is very intuitive, so we struggled with whether we could incorporate it correctly when actually implementing it.

—— This time there are both an Assault Counter similar to CC (*) and TP, and it feels like elements that were separate in past series have been combined.

Yamase: That also went back and forth a lot. "Make it TP." "No, make it CC." "Then, both."

Anabuki: I wanted to take the best aspects of both. I personally I really like CC personally, but even when numbers are displayed, it was somewhat hard to intuitively tell how many times you could perform a certain action. So this time I thought that if it shows 7, you should simply be able to attack seven times, and manage the cost of each skill with TP. With CC, recovery arts can only be used during battle, but having TP allows recovery arts to be used while moving as well. Some staff members had opinions like, "I wonder about this...?" but we pushed forward with, "This is the way!" and arrived at the current form. I'm both excited and a little scared to see the players' reactions (laughs). Please tell us the biggest difficulty in developing a single title. Tanaka: It's that the story has two routes. Some parts are the same and some branch off, but since we had to playtest including the identical parts, it felt like we were basically making two games.

—— Do you mean things like the consistency when Jude and Mila reunite? Tanaka: Yes. Also, jumps on the world map and the event list — when the scenario changes we had to manually adjust those to match, so integrating and tuning those parts was time-consuming.

Anabuki: What was difficult in the battle portion was the link system. Since it was decided from the start that there would be double protagonists, we initially proposed the idea of "fighting together," but fighting

* This is the system adopted in the PS2 versions of "Tales of Destiny" and "Tales of Graces," etc. It decreases when you attack or move, and when it reaches 0 you cannot do

The sense of "fighting together" didn't come together w ell. It became like, "How is that different from setting 'fo cus the same enemy' in tactics?" or we couldn't sandwic h enemies effectively — adjusting those aspects was diff icult. Also, the specification for resonant artes was tough . It didn't gel until quite late, and we struggled to imple ment it. Besides resonant artes, there was also a propos al to do Vesperia's Fatal Strike as a combination attack, but Tanaka said, "That's overkill" (laughs).

Yamase: The link system was also the biggest challenge i n programming. Whenever a problem occurred and we t raced the cause, it usually led back to the link system and left us scratching our heads (laughs). Also, skills. In addit ion to the huge number of them, this time there were ski lls that would propagate to the partner when linked, so it was difficult to properly incorporate that.

Links are the heart of battle

—— What are your favorite character combinations when lin king characters?

Anabuki: Above all, we've designed it so that playing wi th Jude and Mila is the most fun. But personally, I'd like to see Jude and Leia paired. Those two are set to be of the same school, so "Maki Kuzasen" and "Maki Kuzasen " can become "Maki Kuzakyōbu," and there are post-ba ttle exchanges where they take the same pose — I thin k it's enjoyable to watch.

If you're going to enslave Yamase, Alvin and Elise are useful.

If the enemy guards, immediately switch the slave to Alvin to break the guard.

Even if TP runs out,

if you link with Elise, it recovers in no time.

If you link with Anabuki Alvin and break the guard of an enemy, they will be stunned, so link with Milla and restrain the stunned enemy and unleash attacks. We've designed it so that linking with various characters will allow you to fight more advantageously. We've also prepared special interactions

for when you finish off an enemy with a Resonance Arte,

so I'd like you to see that as well.

—— Did making it easier to switch characters during com bat come from focusing on links?

The later banter is a mu st-see. Jude and Leia strike w ell appears to be a fighting-style pose.

Anabuki: That's the basis. But since it's simply six people f ighting, we wanted a design that would let everyone app ear, so we pushed to have it included.

Yamase: What was difficult was the timing. We had to c onsider countless "What if this happens while swappin g characters?" scenarios. I think I was mostly the one w ho brought it up. Since I was going to implement it my self, I said, "Shall we try this?" but it turned out to be su rprisingly difficult (laughs). There was also the idea of s topping combat time to swap, but that felt uncool, so we wanted to swap in real time. Anabuki: At first it was completely real-time with no slow effect. Then dur ing playtesting people said, "It's hard to use. Why not s top time instead?" "But we can do it in real time!" "Well, wouldn't adding a slow effect look cool?" We went bac k and forth like that and somehow got it included.

—— Speaking of switching characters, you can switch the ch aracter who links in the middle of a Resonance Skill Chain — was that intended from the start?

Anabuki: Did that naturally lead to that point?

Yamase: I think I added it because I thought it would be better if it worked even when switching. But it wasn't t hat much trouble. By properly connecting systems that already existed, we made it possible for a partner chan ge to still perform a Resonance Skill Chain. At first, Reso nance Skill Chains could be linked and used at any time. After various adjustments, it ended up being limited to only during Overlimits.

Takahiro Yamase (BANDAI NAMCO Games)

The battle program is in charge. The ea sy-to-use character is Mila. She can fig ht on the ground and can also perform simple aerial combos, which seems to be good. "I think many users will link Mila and Jude together, so we prepare d many Resonance Artes. I want peopl e to play with those," they said.

I hope you'll find a favorite Resonance Arte chain.

—— Which Resonance Arte do you each like?

Anabuki: What I actually found useful when playing was Jude and Mila's "Ki-Blade Rapid Assault." If it's inserted somewhere in a Resonance Arte chain, it pulls in quite a few surrounding enemies, so I like it. Also, the staff told me, "Please mention that Mila and Elise's 'Thunder Pressure' increases hit count if you hold the button down as its number of uses increases," (laughs). Tanaka: For me, it's probably Jude and Mila's "Scarlet Fang." It's cool. Also, Jude and Alvin's "Reflect Bombing" changes behavior depending on whether Alvin is charging, so I'd like people to try that.

Yamase: I like rapid-button moves, so Jude and Mila's "Annihilating Claw Rampage" is my preference. Also, the previously mentioned "Ki-Blade Rapid Assault." It was so strong that we even adjusted it. In one-on-one situations it's "Diminishing Claw Rampage," and if there are enemies around it's "Ki-Blade Rapid Assault," that sort of thing.

The development staff praised the "Ki-Blade Linked Whirlwind Assault" technique that engulfs enemies. The area of effect is wide, making it useful in brawls.

New growth system

—— Was the growth system called Lirial Orb decided upon from an early stage?

Tanaka: Yes. At first, though, we wanted Lirial Orb and the Shop Build to complement each other in balance. Even without developing the Lirial Orb, you could clear the game if you did the Shop Build and obtained strong weapons and armor. But when we actually played it, the enemies suddenly became much stronger at times, so we made the growth of the Lirial Orb have a major impact on the characters.

—— Was the placement of skills decided smoothly? Anabuki: That caused quite a bit of contention — it was a struggle. There are six characters, after all. The point when playing becomes really fun is around 20–30 hours in, so we made it so good skills are learned around that time. If you learn good skills at the very end, there isn't much time to enjoy them, so we paid a lot of attention to the balance. We were also careful to distribute skills so they wouldn't become too concentrated.

Tanaka: Originally, we used the growth system from "Hearts" as a base. However, in "Hearts" we couldn't fully express it visually, so we wanted to strengthen that aspect a bit, and that overlapped with what Anabuki had in mind.

Anabuki: At first I proposed a system where a hexagon expands, but Tanaka suggested, "Why not make it so you can surround it and acquire skills?" and that's how it came together.

—— Where did the idea for Shop Build come from? Tanaka: At first it was a wildly out-of-control concept (laughs); now I hardly know what that was. Originally it was called "World Build." I wanted players to feel like they were actually in the game's world — interacting with townspeople and having that interaction feed back into the game. For example, completing quests could lead to the town developing. In fact, the second floor of Il Fan's department store is a remnant of that idea; if we had implemented it, new shops would have appeared there. I also thought about implementing more detailed reconstruction events for the village of Ha-Mil, but in the end we couldn't. We focused solely on shops, and Shop Build was born.

Anabuki: The name World Build kind of took on a life of its own. I think we did well to consolidate it.

Removed features and secret features

—— Were there any features cut from this work? Tanaka: The one we tried once but ultimately abandoned was the "Search Mode." It was a system where, to collect gathering items on the map, you would change the camera state and align the cursor to pick them up... But if we had implemented such a system, imaginations would run wild, thinking "Wouldn't you be able to pick up many more things?" and so on.

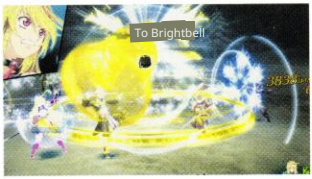
Kenji Anabuki (Namco Tales Studio)

I was in charge of planning and designing the basic battle system. My favorite character is Jude, for whom I have strong affection after making various adjustments. Because his reach is short, he was apparently not very strong at the start of development. "If you use Focus Dodge skillfully, you can fight quite advantageously, so please give it a try."

I consciously designed it to give the feeling of fighting together with your allies.

Tanaka Narimasa (Namco Tales Studio)

In charge of planning systems other t han battle. When playing personally, he uses Jude, but he seems particular ly attached to Rowen's post-art tunin g because it included elements that c ouldn't be implemented in "Hearts." " I want users to understand each char acter's traits."



I would be happy if everyone could play in whatever way they prefer.

It unintentionally raised odd expectations like "Maybe yo u can even collect bugs," and in test play we were told, "C ollecting only gathering items is boring." Preparing a lar ge variety and quantity of items proved unmanageable, and we also stopped due to time constraints.

In the section with Anabuki Patru, we tried to make the s ecret missions that we did in "Vesperia" a little easier to understand and planned to include them for every boss, but due to time constraints we were forced to cut them. There was also a "rock-paper-scissors" type system. Ever y character belonged to one of the types "Power," "Spee d," or "Technique" — for example, Power-type character s were strong against Technique-types but weak against Speed-types. So you could think, "There's a Power-type e nemy, so I'll send this character into battle," or "If you lin k, you can cover each other's weaknesses." But people s aid, "That's really too complicated," so we removed it.

—— Please tell us if there are any other hidden tidbits.

Also, Anabuki's resonance techniques can change depending on how many times they are used, so I hope you'll try them out.

Yamase: "They're in there, but do you think they'll noti ce?" There are cases like that. Until now, if you set all c haracters to Auto, battles were just something you wat ched. But this time, the techniques registered to 1P's s hortcut will be accepted even when on Auto. Then ther e's the matter of pre-input (※), right? Anabuki: That exi sted, didn't it—.

Yamase: I was undecided about how long the input buff ering window for advance inputs should be, so as a res ult I made it configurable to switch between "Normal" a nd "Long." In Normal, the input window opens toward t he end of a move, while in Long, advance inputs are acc epted from the start of the move.

Anabuki: Ah, and also Jude's magic skill called "Wismira"

If you equip both a skill that becomes usable and a ski ll called the "Second Arts" that changes techniques, th e performance of the technique will change. In this st ate, for example, when using "Majin Fist," two wind bla des from the "Wind Cutter" may appear.

Equip two skills, Ju— Two blades will appear. Wh en Do unleashes the "Demon God Fist," wind

The highlight is, as expected, Resonance Arts

—— Please tell readers what points you want them to p ay attention to. Anabuki: For me, it's definitely the links. As I mentioned earlier, linking with various characters gi ves you an advantage and makes things more fun. Also, the Resonance Skill Chain. For me, I hope it feels like a f igure skating pair while I was working on it. I think it's w here you most feel like you're fighting together this tim e, so I'd be happy if players enjoy that. Tanaka: There is n't a single standout point in the system per se, but we've e designed it to be as easy to play as possible. Also, we've e tried to give users options in how they play, in other w ords more freedom, so I'd be glad if everyone plays in w hichever way they like.

Yamase: The central feature of this system is the Link. By using a variety of resonant arts and techniques, and fin ding your favorite resonant art chain, I think you can enj oy many different ways to play.

※ While performing normal attacks or artes, input the command for the next attack. By inputting commands in advance, you can link attacks together and execute them consecut

Interview #03

Scenario Team

"Tales of" Xillia is also renowned for its weighty story. We asked Mr. Kiga, who was in charge of the main scenario, and Mr. Hasegawa, who mainly supervised it, about the secrets of the scenario and characters!

The growth of the two protagonists

—— "This is the first double-protagonist entry in the 'Tales of' series — where did you find the greatest difficulties?"

Kiga: Because it isn't that one is the protagonist and the other the heroine, both had to end up as protagonists in the end. That was one challenge. Another was simply controlling information. For example, in Mila's route a certain story doesn't come up, or in Jude's route a scene doesn't exist so you have to have conversations assuming they don't know that story — those kinds of difficulties were there.

—— Had you decided from the start to split the story? Kiga: Yes. At first there was also the idea of switching perspectives midway. But that would have made it hard to predict how users would progress through the routes, and we wouldn't have been able to control the information. So we asked that the protagonist be decided at the beginning and the story proceed from there.

—— Were there any points you were careful about when differentiating the routes? Kiga: I focused on aspects like each other's feelings when writing them separately. I tried to make it so that "Milla was thinking and acting like this" would not be understood in Jude's route, while still keeping the story coherent — I deliberately pushed it to the borderline.

—— When you rendezvous, you become really curious like, "I wonder what those characters over there were doing back then."

Kiga: You don't need to sort out emotions like "Jude thought this," but you do need to organize the information about "this happened while Mira was away," otherwise the story won't line up. So when they rejoin, I included a kind of briefing—like "this is what happened."

Hasegawa: At first we didn't release any information. I thought we might補充 it with sub-events and chats, but we decided to provide information because "if players can't understand the story from the main story alone, that would be unacceptable for a game."

—— When depicting Jude and Mila's growth, what aspect did you pay the most attention to?

Kiga: When you play Jude's route, Jude can come across as the leader, but he only truly becomes the leader near the end; until then, he shouldn't be someone who drags the party along. That's why, for lines like "Let's go ahead," I asked Tainaga-san, who performed him, to deliver them not as determination but as a suggestion. Regarding Milla, I was cautious about the moments when she becomes aware of feminine emotions. If she came across as a weak character, that would be a failure for Milla, so I made her strong while still making it clear that "Milla is a woman." Hasegawa: Even if both come to a conclusion about the same event, Milla and Jude are essentially different. So, when someone says "I think I'll do this," then "If Jude does that, I will do this..."

"So let's all do our best," it ended up becoming. So we evaded confirming each other's conclusions until the very end. It was that last, just-before-confessing spacing, or rather (laughs). I had to be quite careful to keep that while moving the conversation forward. Including the distance between Alvin and Leia, I intended to give the human relationships a modern sense of realism.

About Character Design

—— The scenario was reportedly written by several people splitting the work, were there any clashes of opinion regarding the character portrayals? Kiga: "There were opinions like, 'Is it really okay for Mira to develop feelings as a woman?' Some wondered whether Mira would end up giving the impression of having become weaker in the end. But I think the feelings that finally sprouted in Mira represent strength for a woman. Also, if Mira were actually a man disguised as a woman, I don't think users would be able to love her that much."

I consulted with the female staff to avoid making Hasegawa a character that would appeal only to men. At that time they told me, "Make her a character who hasn't abandoned being a woman." In other words, it's fine for her to be cool, but women won't empathize with a character who disregards her femininity. So we included elements like paying attention to personal grooming and similar details.

— As a woman, did you have trouble writing Leia? Kiga: To be honest, I didn't struggle with Leia. I wrote her with the image of Saori Hayami, who played her, in mind, so the lines stayed consistent, and even if the wording became a bit silly I thought, "With Hayami's voice, it won't be annoying." The staff only read the text and said, "Doesn't this make you irritated?" but I replied, "No, this is Hayami, so it's fine" (laughs). Without Leia, the party would feel heavy and gloomy.

Hasegawa: At first, I made Rowen a more mischievous character to lighten the atmosphere. But the episode when he appears was too heavy for Rowen, and if he joked there he would become an unpleasant old man, so — Kiga: That's right. Crane dies right after they meet, and many problems pile up. So we consciously decided that Rowen's joking would come later as the story progresses. Hasegawa: Rowen was difficult. Characters who are "sharp" due to the story setting, like Jade in "Abyss," can't be allowed to make big mistakes or say childish things, so it was hard to figure out how to portray a sharp former military strategist.

—— Was Alvin also a difficult character? Hasegawa: No, Alvin came out after I opened all of Kiga's drawers (laughs). Seeing Fujishima-sensei's drawings, I thought, "Is this a character that would appeal to women?" so I tried to make him more attractive to women, but Kiga really hit his stride from part two (laughs). At that point we decided to leave everything to him.

Kiga: Actually, Alvin is a character aimed at men of the same generation. Most women who read the scenario said, "I don't get Alvin," but I thought men would relate to him. During recording, Tomokazu Sugita, who plays Alvin, said, "He's such a terrible guy that it's painful to play." They're close in age and see parts of themselves in him, so expressing their weaknesses was painful (laughs). Hasegawa: It's true we didn't intend to make him a character just to please women. Personally, I think Alvin is the most complete character, but he's clearly divisive, so we look forward to hearing users' reactions.

—— Is his suspicious behavior a setup for the second playthrough? Kiga: Yes. Alvin doesn't say anything truly important, but we were very deliberate about what he really thinks.

Hasegawa: From the beginning, our goal was "we want to express a different kind of betrayer character this time." The concept was actually to make users say, "That's where you belong!"

Kiga: From the start people said he obviously betrays (laughs). We had users wait for the betrayal, and then focused on how they would feel about Alvin after that. Hasegawa: Yes. I think of him as an evolved form of a betrayer character. "I didn't know" is a great line (laughs). Kiga: For example, if I were scolded by Hasegawa, even if the cause wasn't me, I couldn't say "It wasn't me." But Alvin says that. That shows he's not yet an adult. As Rowen said, "He hasn't fully grown up."

—— I wondered, "In the end, what will happen to this person and Jude and the others...?"

Kiga: Originally, he's very good at getting along with people, but he doesn't have a true best friend. Becoming best friends means revealing your weaknesses and deepening the bond despite that, but Alvin has always avoided that. Jude matured first. Seeing a boy much younger than him grow up before him would make a man in his mid-twenties anxious and irritated. When he thought about what to do, he realized, "If I don't take the initiative, relationships won't form," and only then could he develop the commitment to engage with society.

Knowing the story's developments, and looking at Alvin's words and actions, You can enjoy it in a different way.

Takashi Hasegawa (Namco Tales Studio)

He was responsible for the original character concepts and supervised the scenario. What he personally wants people to notice is Mira's straightforward attitude. For example, she bluntly asks Jude, "What do you mean?"—I think moments like that appear throughout. He also wants people to pay attention to Alvin overall.

We hope players can enjoy "Xillia" as a form of communication.

Hasegawa: The point is that they finally reached a relationship where they can properly speak to each other. Whenever someone tried to say something to Alvin, he would always be off somewhere. But in the end he got to the point where, if something was said to him, he would actually listen. From Alvin's perspective, he's getting closer. His relationship with Jude should be fine. Mira doesn't care about that sort of thing, and the real key is Leia. Honestly, we worried about what Leia would think right up until the end.

Kiga: Personally, I think friends or companions aren't defined by "being together." When you enter society you're ultimately alone, and true friends are those who can maintain a relationship even if they can't be together. So whether Leia and Alvin are truly reconciled isn't that important to me—if they keep in serious contact after that, I think that's fine. Hasegawa: Well, it would have been possible to write episodes in sub-events or chats where companions fall out, or to explicitly state how their relationships turned out, but I felt that would be superfluous. The protagonists are Jude and Mira, and it's not the case that unless we write every companion's feelings the two protagonists' story won't come to fruition.

—— - Were there any other settings or episodes you dropped? Kiga: Initially, there was a plan for Gaius and Muzet to become party members. We wanted to make it a multi-ending game. In Route A you fight both Gaius and Muzet; in Route B Gaius is the enemy and Muzet becomes an ally; in Route C Muzet is the enemy and Gaius becomes an ally. Due to adult circumstances, we couldn't fully realize that.

Characters who don't speak their feelings

—— - When writing characters, what fine points did you pay attention to?

Hasegawa: Mira is polite. But all of that is knowledge she learned from books, so she doesn't think about things like "In this case you shouldn't say 'thank you.'" If someone does something for you, humans are the kind of creatures who say "thank you." Kiga: Despite how he appears, Alvin shouldn't be saying lines that are overtly self-assertive. He talks entirely about the other person or about the situation at hand.

I made the line like someone trying to broker a deal. Given the setting, he's a spy. The opposite of that would be Ivar, right?

Hasegawa Ibaru was difficult to get the balance right, wasn't he? He relied heavily on the visuals. I didn't know how far I could joke around in the lines...

Kiga: I didn't expect the footage to go that far. The scene where she bows deeply to Mira was a scenario written after seeing the motion. I thought, "Ah, this is the kind of character she becomes." Hasegawa: If it's just the lines, Ibal isn't that much of a gag character. But one thing I can say for sure is that Ibal is everyone's favorite, so ideas like "let's do this too, and that too" kept getting added, and it ended up like that. Shibue (director) was really getting carried away with it, too. ——Were there any other characters who changed after seeing their motions? Hasegawa: Maybe Agria. She was the first boss you fight, so her model was completed early. When we saw the battle motion, we thought, "If she moves like this, she needs to be more outrageous," and she kept getting turned up more and more. Kiga: We went a bit too far once. It reached the level of "we might get complaints," so even that was toned down considerably. But the awkward way the lines are tossed back and forth there feels like my writing (laughs). Hasegawa: I pretty much supervised Agria's scenes in the La Fort Laboratory, so there's a fair bit of back-and-forth in the dialogue, but that's Agria before we saw the motion. Kiga: After that she stops doing the back-and-forth (laughs). Agria's concept is a Showa-era delinquent girl. I explained that to Maaya Sakamoto, who voiced her.

Hasegawa: Also, the spirit is the character for whom the visual design most strongly defines the character. I hesitated, but I decided that when Mira dies it might be better if she speaks a line, so I did that. Kiga: Yes. The spirit should only speak from that point onward. It also became necessary to have a part that voices Mira's feelings. Hasegawa: And the decisive moment was when Mira is resurrected in front of Maxwell. If Mira had spoken about the spirit's feelings there, it would have come across very oddly.

Kiga: This is just my own guess, but I don't think that voice is bein g heard by Jude and the others. Basically, the Four Great Spirits They and Jude are not talking.

— -Who was the easiest character to write?

Hasegawa: The easiest to write is, by far, Tipo. Kiga: Tip o expresses the general emotions of each moment, an d when Tipo is scared it really becomes a genuinely frig htening scene. I felt even more strongly in the footage that Haruna Ikezawa's performance, in which she skillf ully created the atmosphere, brought that to life.

— Tippo is a presence that speaks for Elise's hear t, isn't he? Kiga: That's right. But at the recording sessio n they insisted, "Tippo is an all-rounder." Even things Eli se wouldn't think, they declared, "It leapt to become like this." So, unfortunately, I can't believe he's only voicing Elise's feelings (laughs). For example, if Elise thinks, "I'm a bit thirsty," Tippo will say, "I want to drink beer." It's th at much of a leap.

Hasegawa: Elise is dark, you know. The kind of darkness u nique to children. Kiga: That's right. Kids in kindergarten c an say pretty cruel things, can't they? You can think of it as an extension of that sensibility. Regarding the Mila route event, when Mila takes out a glass marble that has memor ies attached to it, Typo sees it and says, "Wow, it's just a gl ass marble." Elise doesn't say it in words, but when she loo ks at that marble she quietly lets out a snort of amusemen t. With that, we assumed Typo would speak in that kind of way. Hasegawa: However, because of that, Elise's lines ten ded to be reduced. We had to make adjustments like, "If t here are three lines, let's make it Typo, Typo, Elise," or so mething like that. Kiga: I had the image of Typo making an onymous remarks, like posts on the internet. So in the sen se of speaking with one's own words, Elise couldn't let go of Typo until the end. I was often asked, "Is it okay to remo ve Typo?" but to me Typo was a gimmick. If she doesn't let go of Typo, you can't feel that she's grown up. Hasegawa: To be honest, the characters Kiga designed were personal ly very difficult for me. Their mentality is sophisticated You see. When I say, "I think this is why this character t urned out this way," and someone replies, "No, that's n ot it," it's really disheartening. Kiga: There are things I wanted to do and certain quirks of mine, but there's a strong tendency for characters not to say what they w ant to say. I place importance on the idea that they hav e thoughts in their hearts and, based on that, speak.

Hasegawa: About one time, you skip a step in the char acter's feelings, right? Kiga: There were many lines where the wr itten text didn't make clear why the line turned out that way, and for that I apologize.

— - Did you explain those implied parts between the lines to the voice actors? Kiga: I explained them. Because there were many nuances between the lines, the recording was intense. When the scenario was completed, I thought, "This can't be recorded well unless we have a sound director who can communicate effective ly," so I forcibly asked Mr. Izawa to join. We did retakes over and over until we could express it properly, so it really took a long ti me. Even so, actors with a true performer's spirit genuinely enjo yed it, and when recording finished they would say, "I'm tired, b ut it was really fun and well made." Those words encouraged me.

As a tool for exchanging opinions

— Finally, please give a message to the readers. Kiga: F or people who like the traditional "Tales of" series, there are elements that may feel like a betrayal, for better or w orse. We aimed for something new: we tried various appr oaches like having characters speak less about their feeli ngs and splitting routes, all with the single-minded intent ion of making it enjoyable for users. So after you play thr ough twice, whether you praise or harshly criticize it, that would personally be a great encouragement to me.

Hasegawa: For example, if an acquaintance says, "I'll pla y Milla's route," I hope they can instead play Jude's route , so you each play separately. Then you can discuss, "Jud e's route was like this, Milla's route was like that." I think there's also a fun aspect in comparing someone else's i mpression with your own play experience, so rather tha n concluding it with only your own play, I hope you'll enj oy exchanging opinions. I want "Xillia" to be enjoyed as a communication tool.

Daisuke Kiga (Namco Tales Studio)

He was responsible for the game's mai n scenario. He personally wants peopl e to pay attention to the scene where J ude and Milla talk just before entering Urskara (Urusukāra). Also, of course, th e ending. When asked "Why do they ho ld hands?" he pushed through saying " This is what's right."

He wanted to express that companions and friends are not "just being together"

Double-protagonist voice actor discussion

Toyonaga Tsubasa × Sawashiro Miyuki

Tsubasa Toyonaga, who plays Jude, and Miyuki Sawashiro, who plays Mira.
The two who portrayed the double protagonists spoke at length about their impressions of each other, their feelings toward their characters, and memories from the recording sessions.

About impressions of each other

—— When did the two of you first meet?

Toyonaga: It was during my debut work, the anime "Gigantic Formula." Sawashiro played the younger sister of the role played by Rina Satou (Presa). That was our first time meeting. Sawashiro: We didn't interact much as performers, and even though I saw Toyonaga's name afterwards, we never worked together again for a while.

Toyonaga: At first I worried about how to get her to call me "Wing" (laughs). Everyone else called me "Wing," but Sawashiro called me "Toyonaga-san." She started calling me "Wing" around the time of "Tales of Festival 2011" (hereafter "Festival").

Sawashiro: I was feeling my way. I don't always know how close to be with people, so I couldn't shorten the distance well and kept thinking "what should I do, what should I do," and in the end, for example with senior Onosaka-san (note), I might end up saying something like "Hey, Masaya!"... Toyonaga (bursting into laughter).

Sawashiro: I only have two modes. Either I keep interacting properly, or I dive in with a "I forgive everything" attitude. I wasn't sure whether I could activate that "I forgive everything" with Toyonaga-san. But from now on I want to be more bold (laughs). Toyonaga: Bring it on (laughs).

—— Have you had any new discoveries as opportunities to meet increased through interviews and radio appearances?

Sawashiro — it's been getting easier to be around you. I don't have to worry so much anymore, or rather, it feels more relaxed.

Yonehana: "Ah, Miyuki, you're so free," I thought while doing the radio show. It was funny. Today again Sawashiro came in saying, "Wing~ good morning~," and I was happy thinking, "Ah, she said 'Wing'—okay, okay."

—— Please tell us your impressions of co-starring in this work. Yonehana: There were so many things I really want to emulate. Her attitude as an actor is wonderful. Seniors, peers, and younger people who have worked with Sawashiro all told me, "Sawashiro is amazing—she discusses a lot with the people she interacts with," so I was looking forward to it. When we actually worked together, she asked very detailed questions like, "At this moment, what kind of feelings does Jude have?" and I thought, "I see—this is it!"

Sawashiro: Sorry. Really, it's the kind of thing where you should "read between the lines." But when we recorded "Xillia," the game's visuals weren't fully completed, and surrounding characters sometimes had only a single illustration, so we had to gropingly figure things out.

So we needed to share our mental images of where the characters were and perform while having that shared understanding, otherwise things wouldn't mesh, so I asked a lot of questions. It was more about aligning the situation t

—— Then, please tell us the good things about each other. Yonehana: She's dependable—you can comfortably rely on her—she makes you feel like you have to step up as well. Even in "Festival," it was completely different with or without Sawashiro. She creates an environment that draws out each other's strengths. I think people who got to perform with Sawashiro are incredibly fortunate. It feels like, "This person finds a drawer within me that I didn't know I had."

Sawashiro: Stop it, stop it—let's leave it at that (laughs). Yonehana: Why are you doing that? (laughs). She's that kind of charming woman. But while she's solid and composed, she also has adorable sides. Also, I think it's wonderful that her likes and dislikes are clear. Where an ordinary person might vaguely respond, "...I suppose," even when something doesn't sit right, Sawashiro can just say, "No, that's not right."

Sawashiro: For me, that's a sign of trust. Because you affirm the person as a premise, you're able to state your likes and dislikes. But many Japanese people are surprised by that, so I do try to be careful.

Memories of "Festival"

—— At the opening performance of "Festival," Yonehana was alone on the first day—were you still nervous?

Yonaga: That's right. I'm the only one who knows "Xillia," and even though it's a double-protagonist story, I was worried that the audience might think, "Why is there only one person?" I felt uneasy about that. Other titles have paired cast members who watch out for each other, and seeing that made me jealous. I kept thinking, "Miyuki, Miyuki, hurry up! Please let tomorrow come soon!" (laughs)

Sawashiro: Yonaga is really earnest. On the second day, the moment he exited the stage, a huge self-reproach session started inside him. At that moment I thought for the first time, "I have to protect this person" (laughs). He's naturally very personable, but at first I wondered, "Maybe I'm pushing him too hard? Maybe I'm making him feel obliged—if so, that's my fault." Still, he has a borderless quality up and down, like he's always just his true self. For someone like me who's shy, he's someone I admire.

Yonaga: Maybe because I grew up squeezed between my older and younger sisters, people often say I'm easy to talk to or have a soft manner. I really want to keep enjoying creating things, and if my sacrificing myself can ease tensions on set, I think that's fine. I've seen seniors do that, after all.

Sawashiro: He's someone who finds drawers of talent in me that I didn't know I had. (Yonaga)

* Refers to Masaya Onosaka, who plays Zelos in "Tales of Symphonia." Incidentally, Onosaka serves as the host at the "Festival" every time.

Before that, Onosaka seriously told me, "This kid understand s his position," and I was really embarrassed.

—— At the "Festival" stage, the seniors teased him a lot, didn't th ey? Was it the same in the dressing room?

Yonaga: On the first day, Ishida-san(1) got teased a lot by Konishi-san(※2) and Onosaka-san, but on the second day I was teased a lot. There isn't much difference between th e stage and the dressing room. Still, Onosaka-san and Kon ishi-san are amazing. They just say, "I'll go this way," and " Okay, then I'll do it like this," and the coordination instantl y comes together. It might be because they've co-starred i n "Symphonia" for a long time, but even so, that's not eas y to accomplish.

Sawashiro: They're kind of like one person in two bodies, aren't they? The bonds of the Dainaga team are really strong, aren't they? Ou r "Xillia" team has finished recording, but I think our camaraderie is still something that will develop from now on, so I feel we should learn from them.

Sawashiro: I think if we could do events or drama CDs together with everyone, our bonds would probably grow stronger.

—What left an impression on you at the "Festival," Sawas hiro-san? Sawashiro: The moment I stepped onto the stag e, I realized that the audience really loves the "Tales of" s eries. I could strongly feel the aura of love for the Tales se ries. It wasn't just that people liked certain cast members — there was the big premise that they loved the "Tales of " series itself. I thought, "Ah, this is the kind of culture it is ; I can be part of it," and that made me very happy.

Because he was almost killed, I think there was a sense of ur gency that "this child might do the same to others." Jude coul d endure because he had trained to some extent, but ordina ry people wouldn't be able to, I think (laughs).

—— He really is such a kind-hearted person.

Yonaga: He sort of sticks his nose into everything. But I thin k that's exactly why those around him change. Being able t o accept others' opinions, process them, and then say "But I want to do this" and act on it is an amazing thing. At first, he goes along with others' opinions.

Sawashiro: At that age you waver a lot.

Yonaga: And so, whether it's Mira or Gaius, they meet people w ho have things they themselves lack, and they change.

Sawashiro: And there's a negative example in Alvin (laughs).

Daiyong: Yes, yes. Jude exploding at him was really shocking. I feel like that's when he was finally able to interact with Alvin. Between men, you need those kinds of clashes and fights; otherwise it doesn't feel the same. Even though he trusted Alvin, being told "that's why you're too soft" made him realize some things. I think Jude is in a really good environment.

—— There were actually many things about Jude that I coul d empathize with. Toshinaga: Yes. There were many parts where Jude pulled me along. At first I thought I had to buil d up the existence of Jude myself, but toward the end the r oles were reversed—Jude was steady and I felt like I was co mpletely hopeless. Looking back, that was a very interestin g aspect. As Mira progresses into the latter half, she comes to rely on Jude more, so I can understand that feeling.

The difficulties of performing and feelings toward the characters

—— What action taken by a character you performed sho cked you the most?

Sawashiro: When Mira tells Jude, whom she has just met, " Don't follow me," and traps him in a water bubble so it al most...! From Mira's point of view, she says, "If you follow me it's dangerous," but you think, "No, that (the water bu bble) is dangerous enough!" I gave up on understanding Mira at that point (laughs). My stance is to gradually come to understand her.

—— Could Mr. Sawashiro relate to Mira?

Sawashiro: Mira keeps saying "mission, mission," but that mission is... something without warmth. Intellectually she understands it's important, of course, but it's distant... something that seems to lack any real feeling. Yet the comrades around her and her feelings toward them begin to have warmth. So the part where she wonders, "Should I prioritize the cold mission or the warm people around me...?" is something I really understood. That's what I cheered for the most. So my ability to empathize with her came quite late in the story.

—— Still, Jude following Mila is surprising, isn't it?

Dainaga: There must have been something about her he couldn't leave alone. The cutest.

※1: This refers to Akira Ishida, who voices the protagonist Reid in "Tales of Eternia." ※2: This refers to Katsuyuki Konishi, who voices the protagonist Lloyd in "Tales of Sy

(Left) Dai Yongyi

Belongs to Ken Production. Debuted in the 2007 anim e "Kishin Taisen Gigantic Formula." Making use of a s omewhat high vocal quality, often plays boy roles.

Right() Sawashiro Miyuki

Belongs to Mouse Promotion. Debuted in the 1999 anim e "Di Gi Charat." Has a wide acting range, portraying char acters from young girls to seductive women, as well as boys and young men.

Mr. Dainaga is borderless in a good way,

From my perspective, they are someone I admire (Sawashiro)

It is. Until then, I found myself sympathizing with Jude more. Als o, as Jude's presence grew larger, as a girl I started to feel, "Wha t about you, Mira?" and wondered, "Is that love?" (laughs).

—— Were there any scenes that were difficult to perform?

Mirato Jude (Daiyong) and Jude are basically always together, but scenes where the two talk have a kind of direction of "the y seem to be in sync but must not actually mesh." For exampl e, Jude might say "Yeah, that's right," but inwardly not agree. That line must not be delivered as wholehearted agreement, yet it also mustn't sound too insincere—it's a difficult balance. We discussed that in those moments. Since this was one of t he first times I worked with Sawashiro as a fellow actor, explo ring how Daiyong expresses "energy" in his performance felt t o me like a way of expressing "steadiness," and there was so me feeling-out in terms of acting approach. Including acting a ttitude and methods of expression, my impression of Daiyong is "so serious." That also applies to his vocal quality. He prob ably has never said a line like "Ugh, I'm so fed up," right?

There isn't a successor, right. I'm often allowed to play stron g-willed kids like Jude. So the scenes where Jude is uncertain were difficult.

—— How were you told to portray the role?

I was told, "Toshinaga (代永) Jude admires Mira, but that admiration is just admiration, not romantic love."

However, there were lines like, "No matter how you look at this line, isn't this love?" which made it difficult. At that time I was told, "They are partners whose hearts are connected," and I thought, "Ah, they've reached that state," and I accepted it (laughs). Because this person appeared when he was lost, he probably thought, "If I follow this person, I might find something."

Sawashiro is a man with no sense of play~ (laughs). But once he de cides "this way" himself, he has the strength of will to choose it eve n if it's a path into darkness, doesn't he?

—— As Mira, how did you portray the aspect that it's not rom ance? Sawashiro ... Ultimately, how it comes across has to be left to each audience member's own feelings, but I don't thin k Mira even has the capacity for romantic feelings as a specif ication. Jude supports her and makes her feel warm, but if yo u ask whether that is love, I'd say "...I'll ask Mira about that"

— I can't answer immediately. However, in the end Jude chan ged from a boy to a young man, so personally I felt a sense o f "being supported by a man." He truly is a partner. There wa sn't a process of dating or getting married, but he is a partne r she can be open with. It's exactly what Ayumi Hamasaki sin gs about.

Yonaga: In the end, it's like being able to communicate just by holding hands.

Sawashiro: It's the final form of one person with another (laughs).

—— Chats and side events have a different atmosphere from the main story — how did it feel to perform them?

Yoshinaga: "I was told, 'Jude and Milla, please don't deviat e so much in the chat.' I really love chatting. So when I act ed with the same vibe as in the previous series, I was told, 'Jude is serious, so please don't go that far.'"

Sawashiro Mira was also single-minded about her mission, so she didn't have much chance to play around. Because of that, I really want to meet characters who have more opportunities t o play from now on. Now that the main story is complete, it fin ally feels like we have all the material showing "with these char acters, these kinds of things might be possible."

Da Yong: I also want to talk with everyone a bit more. Sawa shiro: I want to chat. Let's do a "character wrap-up party" o r something. Da Yong: That sounds fun. Everyone brings dr inks to Gaius, who has become the king of a country, and w e all gather and make a ruckus. Mira should come back to t he human world for that (laughs). Sawashiro: I wonder if sh e can come back?

Da Yong: It's fine! I'll write a letter like, "Mira, on [month][day] we 're having a barbecue at Gaius's castle," and have a pigeon deliv er it. Sawashiro: It'll be like treating her as if she's studying abroad (laughs).

I want to enjoy "Xillia" together

—— Lastly, please give a message to the readers. Sawashiro : I've said this many times, but it's wonderful that somethin g made by a few hundred people before release can grow t o have hundreds of thousands of comrades after release. It feels like more people say they like what you love. I'm really looking forward to having times at events and on the radio where we can all say "That was fun," and I hope such intera ctions will continue, so please stay friendly with us for a lon g time.

Da Yong: For those who played it, did you have fun? You di d, right? Even the enemies have their own stories, and ea ch fights with their own beliefs—that's the charm of the " Tales Of" series. "Xillia" packs that tightly, and Bandai Na mco Games has been making the "Tales Of" series for a l ong time, so I think the answers they wanted to present a re depicted here. I don't think you can fully enjoy the "Xilli a" world with just one playthrough, so please play it man y times—several times, dozens of times, hundreds of tim es—and find your own answers. We'd be happy if you su pport us while playing the game.

Cast Voice Actors ツ Se — Ji

Voice Actor's Message

We received comments from the voice actors who portrayed the characters in "Xillia". Their convictions and feelings toward the characters are written here, so fans of the characters and fans of the voice actors must not miss it.

Jude Mathis (role)

Dai Yongyi

Masterpieces

- "Ookiku Furikabutte" Yasushi Mihashi
- "Chihayafuru" Tsutomu Komano
- "Cardfight!! Vanguard" Aichi Sendou

▼What is your "unwavering belief"?

I had the honor of performing

Searching for costumes

similar to the characters

so that everyone can

enjoy them even a little

I always think about that!

▼A few words to the character you played

Forever

Don't change

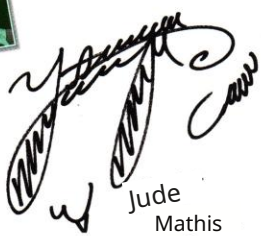
Stay just the way you are

Just many things

Don't make them too much like the wind

So you don't get tired

Please!!



Mirai Maxwell (role)

Miyuki Sawashiro

Masterpieces

- "Beelzebub" Belbo
- "Kimi ni Todoke" Ayane Yano
- "Dantalian no Shoka" Dalian

▼ What is your "unwavering belief"?

Belief
It's grand.
I wonder how it is..
Regarding Good Work Jiang playing, etc.
It may be something you hold dear
Is that so?

▼A few words to the character you played

As a Gatherer of Will
Even if (accepted),
Last scene · I am her

Role of Alvin

Tomokazu Sugita

Masterpieces

- "Gintama" Gintoki Sakata
- "SKET DANCE" Kazuyoshi Fuefuki
- "The Melancholy of Haruhi Suzumiya" Kyon

▼ What is your "unwavering belief"?

Not particularly for myself.

Won't someone put it into words while they're still alive?

▼A few words to the character you played

Al, grow up?

Role: Elizertas

Yuki Horinaka

Masterpieces

"Student Council's Discretion" Mafuyu Shiina
- 「Chome Shelled REGIOS
  Character Songs: Karin (Drama CD)
- Ani☆Yume (stage)

Role: Lowen J. Ilbert

Mai Ren

Masterpieces
- "Umineko When They Cry" Kinzo Ushiromiya
- "Princess Jellyfish" Keiichiro Koibuchi
- "Super Robot Wars OG: J・Inspector" Kenzō Kobayashi

▼What is your "unwavering conviction"?

Always give it your all

Belief, or rather, work and acting
It is something I am always thinking about.

Do your best to cherish each and every one
I always keep a positive mindset.

Stay positive!

And every day is enjoyable.

▼What is your "unwavering belief"?

As I am

Each and every day

To the fullest!

▼A few words to the character you played

○I love it♡

The character I had the honor.
to portray is, after all, full
of affection,
and adorable.
Elise, from now on
get along with everyone
and do your best!

Elise

▼A few words to the character you played

"Too perfect
person!!"

Role: Leia Roland

Saori Hayami

Masterpieces

- "Bakuman." Miho Azuki
- "My Little Sister Can't Be This Cute" Ayase Aragaki
- "Ano Hi Mita Hana no Namae o Bokutachi wa Mada Shiranai." Tsuruko

Role: Tipo

Haruna Ikezawa

Masterpieces

- "Beelzebub" Shizuka Nanami
- "Maria-sama ga Miteru" Shimazu Yuno
- "Tottoko Hamtaro" Roco-chan/ Traham-chan

▼ What is your "unwavering belief"?

As it ripens

Bow one's head

Inaho Kana

▼ What is your "unwavering belief"?

Only one thing truly matters

If it's to protect that one

All the others can be gone / aren't necessary.

Eh, and what is one of them?

It's a se-cret

▼A few words to the character you played

大好きです♡

I performed and received a lot of energy I am filled with feelings of gratitude Thank you very much ♪ ♪ ♪

Saori

▼A few words to the character you played

Find a way to live without relying on Elise!!

Live on

Find a way!!

Aim for

Independence

a Ro

Gaius (role)

Ryūtarō Okiayu

Masterpieces

- "Toriko" Toriko
- "Ring ni Kakero" Jun Kenzaki
- "30-sai no Hoken Taiiku" Daigorō

▼ What is your "unwavering conviction"?

Be honest with yourself!

▼A few words to the character you played

Well, Producer.

If I try too hard,

Because it's exhausting, you know.

Muse role

Asami Sanada

Masterpieces

- "K-On!!" Sawako Yamanaka
- "Maria†Holic" Kanako Miyamae
- "Sayonara Zetsubō Sensei" Matoi Tsunetsuki

▼ What is your "unwavering belief"?

Hmm~' ・・・

Persevere.

Even if I'm selfish,
Even if I'm stubborn.

I will, of course, listen
to other people's opinions, you know?

▼A few words to the character you played

I'm a very devoted/wholehearted person.

I wish you would forget yo
ur mission a little — but tha
t's what makes you cute.

I want you to laugh a lot from the bottom of your heart.

I hope you laugh.

Muse

Role: Agria

Maaya Sakamoto

Masterpieces

- "Arakawa Under the Bridge" Nino
- "The Tatami Galaxy" Akashi-san
- "Black Butler" Ciel Phantomhive

▼ What is your "unwavering conviction"?

Trust

your intuition.

▼A few words to the character you played

Thank you.

While performing,
it was
so much fun.

Agria. Hooray.

Role: Pleasa

Rina Satou

Masterpieces

- "Blue Exorcist" Kurogane Shura
- "Astarotte's Toy!" Naoya • "A Certain Scientific Railgun" Misaka Mikoto

▼ What is your "unwavering belief"?

Fortune comes

to the laughing corner!!

▼A few words to the character you played

She's a good woman!

Next, I want you to be happy...

I want you to become!!

Jao (role)

Ryuzaburo Otomo

Masterpieces

- "Wolverine" Omega Red
- "ONE PIECE" Crocodile
- "Tales of Legendia" Mauritz Wellness

▼What is your "unwavering belief"?

Let's become a wonderful craftsman.

To do that, let's do each thing carefully.

At least in spirit, I always think that way.

Believe in your dreams, until you die,

This is training.

▼A few words to the character you played

Beloved Jiao.

Thank you for your hard work

Although life had many ups and downs, I'm glad I could work for others in the end!

I love you.

May the world be at peace

May it be so!

Wingar role

Hidenobu Kiuchi

Masterpieces

- "DARKER THAN BLACK: Gemini of the Meteor" Kuro
- "Fullmetal Alchemist: The Sacred Star of Milos" Lieutenant Colonel Herschel
- "The Prince of Tennis" Yūshi Oshitari

▼What is your "unwavering belief"?

Life

Enjoy it

to the fullest!

▼A few words to the character you played

Rondaw language?

Please tell me.

Role of Ivar

Shoutarou Morikubo

Masterpieces

- "Hakuouki" — Souji Okita
- "NARUTO -Naruto- Shippuden" Shikamaru Nara
- "MAJOR" — Goro Shigeno

▼ What is your "unwavering belief"?

人と do ...o

▼A few words to the character you played

落ち着 Kei!

Nahhtigal I. Fan (role)

Yoshitada Otsuka

Masterpieces

- "NARUTO -Naruto- Shippuden" Jiraiya
- "Tales of Symphonia: Knight of Ratatosk" Tenebrae
- "THE IDOLM@STER" — Junjirou Takagi

▼ What is your "unwavering belief"?

Good things come to those who wait!

also

Rushing around

leads to nothing good

does not.

▼A few words to the character you played

Be more ruthless.

Embrace further madness!

Perfect your dictatorship.

But a rest

is necessary ...

Voice of Drossel

Kozue Kamata

Masterpieces

- "Atashin'chi" Miho
- "Futari wa Precure Max Heart" Yuriko
- "Tales of Legendia" Elsa Olcott

▼ What is your "unwavering belief"?

Like the flow of a river

as if drifting..

Drifting without opposing the flow of life

I want to live...☆

▼A few words to the character you played

Hey!

Great woman!!

Like a strong and straightforward

Drossel

I want to become a girl!

Drossel (wo/obj)

Please take care of her

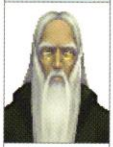
Other cast voice actors list

Crane (role)

Soushirou Hoshi

Jiland (role)

Hiroyuki Kinoshita



Maxwell (role)

Chikao Ohtsuka

Ifrit role

Daiki Nakamura

Undine (role)

Yuko Tsuga

Gnome (role)

Yuna Somei

Sylph (role)

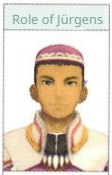
Ryoko Shiraishi

Dirac (role)

Banjo Ginga

Erin (role)

Mika Doi



Role of Jürgens

Shinpō Chiba

Isla / Celsius (role)

Hiromi Hirata

Baran (role)

Takumi Yamazaki

Ede (role)

Kōsuke Okano

House (role)

Daisaku Shinohara

Kara (role)

Mie Kawasaki

Carry role

Kaori Yamazō

Leticia role

Megumi Urawa

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